Subject: Help with moving from 8 to 24 bit colour
Posted by jeyadev on Mon, 20 Sep 1999 07:00:00 GMT
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I assume that this question has been asked, and answered, many times,
but I cannot find an FAQ.

I just moved from a Sun Sparc20 to an Ultra10 with 24 bit colour. I
found that my xv was misbehaving, but managed to fix it (needed a
patch and a rebuild). Then I found that Paul Ricchiazzi's procedure
tvim.pro (a modified version of which I use a lot) was rendering
totally crazy images. What was really strange was that the colour scale
bar along side the image was correct, but the data itself looked more
like a SIRD background. I found that that the problem arose from
the line

    max_colors = !d.n_colors

and adding the line

    if(max_colors gt 256) max_colors = 256

fixed the the problem. By slowly bumping up the number from 256 to
about 2,000,000 I could watch the nice image disintegrate to a chaotic
mess. At least, that seems to be 'fixed' for now.

But, I do notice that when a start a Wave session and draw a simple plot,
the axes, labels, etc. are in red instead of white, while the lines of
the graph itself (the data) are white, as required. If I replot the data,
all of stuff is in white and from then on the colours behave themselves.
This is rather irritating and I would like to know if there is a way
to initialise PV Wave to avoid this behaviour. Following up the recent
discussion on FLASHing, I did find that first issuing a command

    device, colors=256

can "fix" the problem, but at the cost of getting reverse video, which
corrects itself when the cursor is moved into the window.

Is there a way to avoid the wrong colours for the first plot command?
I must add that I find no flashing at all if I stay away form the
BYPASS command, etc. as discussed in the aforementioned flashing posts.
If I am running say, Netscape, and I start a Wave session, the colours
in the PV Wave windows are all wrong when the windows come up and there
is a single flash when I move the cursor into a Wave window, but that
is also the last one. (I maybe misunderstanding the original complaint
-- I am used to continuous flashing on 8 bit displays and so this
one time flashing is not so bad!)

Also, I am able to change colour tables and update displays contrary to what is said about IDL in David Fanning's tips. I assume that IDL and Wave differ in this respect.

The second, related, question is that I find that the color_palette is no longer available. When I issue the color_palette command, I get a thin sliver of a window which has nothing in it. This is a bigger nuisance as setting colours in the the graphics will be a hit and miss thing. So, having gone from 8 to 24 bit colour, I am back to black and white! How can I see the color palette for the particular color table that I am using?
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