Subject: Re: Color problem on Mac, not Windows - something about 239?
Posted by Struan Gray on Wed, 03 Nov 1999 08:00:00 GMT
View Forum Message <> Reply to Message

David Hirsch, dhirsch.IHATESPAM@mail.utexas.edu writes:

  [problems with colour tables on MacOS]

  I get the same thing on a PPC9600/OS8.6/IDL5.2.1. I don't know
where it is coming from, but it looks like the Mac window manager
isn't giving IDL what it wants. There's a similar problem in direct
graphics where the first and last items of a 256-element colour table
are always black and white on screen, whatever IDL might think they
are internally. The online help for IDLgrWindow does warn that
256-colour windows might behave strangely.

  The solution to your problem is to make the window an RGB one
(color_model=0) and associate the palette with the IDLgrImage.
Conceptually this makes more sense anyway - and it will allow you to
add annotations to images in colours no contained in the image's
colour table, useful for colour overlays on B+W images. In your
example program just replace:

  myWindow->SetPropery, palette=myPalette

with:

  myImage -> SetProperty, palette=myPalette

everywhere it occurs and everything works fine. (You'll also have
to move the creation of myImage so it occurs before the palette
allocation)

Struan