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Subject: Color problem on Mac, not Windows - something about 239?

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I'm finding something strange, and I did a brief search of Fanning's site and the newsgroup archive without success. It only occurs on the Mac, not on Windows. Here are the symptoms:

I'm trying to use object graphics to display an image, and then change the display of certain colors by modifying the IDLgrPalette. Specifically, I want to make certain color values red. This seems to work fine, as long as the color value I choose is less than or equal to the value 239. If the value is 240 or greater, then although I've done everything the same, the displayed color is white, not red.

Here is a program that demonstrates the problem. It should be run on a grayscale or indexed TIFF image (i.e., m x n pixels), such as the one in RSI/IDL 5.2/examples/data/examples.tif. If it exhibits the problem, the square will flash red and white, once per second.

Any help will be greatly appreciated. BTW, I'm on an iMac 233, with "Millions" of colors.

David Hirsch

```
===== Problem Demo Program Follows =====  
; This demonstrates that the value 239 is somehow special -  
; Changes to color table indices greater than 239 do not seem to  
; work.  
; This behavior is exhibited on the Mac (iMac 233, "Millions" of  
; colors), but not on Windows
```

Pro ColorDemo

```
Device, Decomposed=0  
grayTiffFile = Dialog_Pickfile(/Read, Filter="*.tif")  
grayTiff = Read_Tiff(grayTiffFile)  
  
;stretch scale to range to 255  
max = Max(grayTiff)  
grayTiff = grayTiff * (255/max)  
  
mywindow = OBJ_NEW('IDLgrWindow', DIMENSIONS=[200,200], Color_Model=1)  
  
rval = (gval = (bval = (INDGEN(256))))  
myPalette = OBJ_NEW('IDLgrPalette', rval, gval, bval)  
myWindow->SetProperty, Palette=myPalette  
myview = OBJ_NEW('IDLgrView', View=[0,0,200,200])
```

```

mymodel = OBJ_NEW('IDLgrModel')
myimage = OBJ_NEW('IDLgrImage', grayTiff)

myview -> Add, mymodel
mymodel -> Add, myimage

mywindow -> Draw, myview
Wait, 1

i=0
while (i lt 3) do begin
    rval = (gval = (bval = (INDGEN(256))))
    rval[239] = 255
    gval[239] = 0
    bval[239] = 0
    grayTiff[50:100, 50:100] = 239
    Obj_Destroy, myPalette
    myPalette = OBJ_NEW('IDLgrPalette', rval, gval, bval)

    myImage->SetProperty, Data=grayTiff
    myWindow->SetProperty, Palette=myPalette
    ;Draw to the window:
    mywindow -> Draw, myview
    Wait, 1

    rval = (gval = (bval = (INDGEN(256))))
    rval[240] = 255
    gval[240] = 0
    bval[240] = 0
    grayTiff[50:100, 50:100] = 240
    Obj_Destroy, myPalette
    myPalette = OBJ_NEW('IDLgrPalette', rval, gval, bval)
    myImage->SetProperty, Data=grayTiff
    myWindow->SetProperty, Palette=myPalette
    mywindow -> Draw, myview
    Wait, 1
    i=i+1
endwhile

Obj_Destroy, myWindow
Obj_Destroy, myview
Obj_Destroy, myPalette
Obj_Destroy, mymodel
Obj_Destroy, myImage
End

```

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