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Subject: Number of colors of widget appliation

Posted by [Carsten Dominik](#) on Tue, 23 Nov 1999 08:00:00 GMT

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Hi.

I am develloping a widget application with IDL. The widget contains a couple of draw windows. One displays an image I read from a jpg file, the other display graphic objects.

I do not have enough colors in the widget program, and I would like to use more. Of course I went through Dave Fannings web site and found the tip how to force IDL to use a certain number of colors.

So I tried to add an COLORS ekyword to the widget\_draw commands, but that does not work. IDL still shares the colors with my desktop and allocates too few colors.

The I thought: lets try to be clever: I just open a window before I start my widget application. So I did

```
IDL> window, colors=200
```

```
IDL> launch_my_appl.
```

What happens is this: The "window" call indeed allocates a large number of colors. The widget application seems to use many colors as well, but it dissplays them with the shares color map - totally wrong. THis is independant of where my cursor is - on the widget or somewhere else.

Now, when I move the cursor to the window I opened with "window, colors=200", the draw window in the widget shows the correct colors, but the rest of the widget is wrong.

So how can I make the main window of a widget allocate its own color table and share it with all child objects in that widget?

Thanks.

- Carsten, desperate, after a day of fiddling.

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Carsten Dominik <dominik@astro.uva.nl>

Sterrenkundig Instituut "Anton Pannekoek"

Kruislaan 403; NL-1098 SJ Amsterdam

phone +31 (20) 525-7477; FAX +31 (20) 525-7484

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