
Subject: Re: Number of colors of widget appliation
Posted by [davidf](#) on Tue, 23 Nov 1999 08:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Craig Markwardt (craigmnet@cow.physics.wisc.edu) writes:

> Yes, yes, yes! I described this problem a few weeks ago. My
> conclusion is that draw widgets do not update their color tables like
> normal draw windows. This is true for me on Solaris and Linux
> platforms, IDL 4 through 5.2.1, 8 bit color. While color flashing is
> annoying, at least it flashes to the *right* colors on a normal draw
> window. Not so for draw widgets.

I'm not so sure we are talking about the same thing here. Are we talking about *direct* graphic draw widgets, or *object* graphic draw widgets? A direct graphic draw widget should update itself pretty well, although I would be prepared to believe you might have to click in it to get its attention, maybe.

In any case, the problem is quite easily solved, I think, by physically loading the right color table on a draw widget expose event. Hard to see how that wouldn't work in direct graphic draw widgets.

> I haven't found a solution to this, but I desperately want one. The
> most tricky thing I've tried is reseting the color table in a
> "tracking" event handler for the draw widget. The handler was
> invoked, but the color tables were not switched.

Huh!? How could this be? I'd have to see this to believe it, even from such a reliable source as Craig. :-)

> I think that IDL believes that it has the proper color table loaded,
> but forgets to actually load it into the X window manager.

Under *what* color configuration is this? Really hard to believe.

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155
