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Subject: Re: Number of colors of widget appliation  
Posted by [Craig Markwardt](#) on Tue, 23 Nov 1999 08:00:00 GMT  
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Carsten Dominik <dominik@astro.uva.nl> writes:

>  
> 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 displays 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.  
>

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 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.

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

Craig

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