Subject: Re: Number of colors of widget appliation
Posted by davidf on Tue, 23 Nov 1999 08:00:00 GMT
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Carsten Dominik (dominik@astro.uva.nl) writes:

>> 1. What version of IDL and on what computer?
>
> IDL Version 5.2 (hp-ux hp_pa). Research Systems, Inc.
>
>> 2. If you start IDL up from scratch and type these commands,
>> how many colors do you have?
>
> Visual Class: PseudoColor (3)
> Bits Per RGB: 8
> Physical Color Map Entries (Used / Total): 256 / 256

Yikes! This shouldn't be happening. Do you have some kind of start-up file that is setting colors for you? Or, more likely, did you have Netscape running when you started IDL up? You will have nothing but trouble (Well, you're in for trouble anyway. See below.) if you don't get a shared color map. So this is one strike against you. (Oh, sorry, you probably don't play baseball in The Netherlands. But this is NOT good, and if we get to three strikes, you are in BIG trouble!)

>> 3. Are you using direct graphics or object graphics?
>
> Object graphics in general (for the 3 main windows on the
> widget. But I display the little image in a forth window
> (also inside the widget) with a TVSCL command.
>
> That would be called direct graphics, I guess?

Yep. Bad news. I can see the curve ball coming...
S-t-r-i-i-i-k-e Two!

>> 4. How many colors does your display support?

> 8 bit

Ooogh, strike three! I'm afraid that's it. There is nothing but bad news ahead.

There are several things going on here that are pretty much conspiring against you in a way that I think will make it impossible for you to be happy with the way your colors work.

First of all, getting a private color map on an 8-bit display pretty much guarantees that your colors will flash no matter what. The window colors will be in the shared color map and the IDL graphics colors will be in a private color map, so every time you move the cursor from a button in your widget program (the window colors) to the graphics window (the graphics colors) you will see a flash. I wouldn't be surprised if you told me the buttons disappeared. :-(

Second, the object graphics system and the direct graphics system are two completely different and separate graphics systems. You can get away with combining them on a 24-bit display, but you can almost never get away with it on an 8-bit display. The reason is, they use colors in a *completely* different way. So even if you didn't have the color map problems above, your colors would be going crazy as you switched focus from an object graphics window to a direct graphics window.

In general, I think it is safe to say, you really shouldn't be using the object graphics system on an 8-bit display unless you have a VERY good reason to do so. And then you should make sure that the entire program is written in the object graphics system. Don't combine the two graphics systems.

But, first, I would try to sort out why you have a private color map. You really want to get a shared color map if at all possible. Without that you are almost finished before you start. :-(

Cheers,

David

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