
Subject: Re: object graphics colormap bug ?

Posted by [Udo Grabowski](#) on Mon, 28 Feb 2000 08:00:00 GMT

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Hmm. We were really happy when that former bug vanished with Idl5.3, and we just thought that our color problems finally were solved. No, we definitely do not want to mix direct and object graphics (something for those of us indebted to SM, I think ...). If I could have a glimpse on the internal colormap code of idl, I may could find a workaround for it in the fvwm2 code, where I already implemented the patch RSI sent to me. Not that difficult it sounds like, and even easier than struggling with this dam..^@#7& broken color allocation scheme. Maybe it's worth for RSI to redesign that section of their sources completely....

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