Subject: Re: Colormaps (a favorite subject!)
Posted by Alex Schuster on Tue, 28 Mar 2000 08:00:00 GMT
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Craig Hamilton wrote:

- > Thanks for the code, but my problem is not with grey-levels vs.
- > number of colormap entries. My problem is as originally stated
- > it: I want the user to be able to select the number of colors
- > in the colormap, but I can't popup a window to get that information
- > without having the number of colormap entries already set
- > in the act of popping up the window. I must not be explaining
- > myself very well. I've done loads of image processing programming
- > in other languages on Unix and Windoze, so I'm familiar
- > with colormaps and scaling of image data for display.
- > I'm working with 16-bit data on 8-bit displays right now and I want to
- > avoid color-flashing, so I want to use from 32 to 128 colormap
- > entries for this display program. I want the user to be
- > able to select how many entries are used.

Why don't you just let IDL allocate as much colors as it can get (window & wdelete & ncolors=!d.n_colors)?

- > Maybe a little more simply:
- > I have been initializing the size of the colormap used with:
- > window,0,colors=numcolors,/pixmap,xsize=10,ysize=10
- > wdelete.0
- > But now I just want to get the number 'numcolors' from the user first.
- > I think I am realizing that I cannot get that number with a widget.
- > Right?

I have had a similar problem: A tool displays brain images, but there are often too few colors. So I check for the number of available colors, and if it is at least 64, I use 64 color cells. If there are less, I install a private colormap. This results in a flickering display, but at least the user gets enought colors.

What I did to check the number of available colors is to open a temporary IDL session which checks the number, and writes it to a file in /tmp. The session then exists, and another IDL session starts. It reads the file in /tmp, and allocates as much color cells as stated in the file.

Alex

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PGP Key available