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Subject: Re: Color question (answer is not device,decomposed=0)

Posted by [Troy Carter](#) on Sun, 23 Apr 2000 07:00:00 GMT

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Here's the result of the help,/device:

IDL> help,/device

Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X Z

Current graphics device: X

Server: X11.0, The XFree86 Project, Inc, Release 3360

Display Depth, Size: 24 bits, (1600,1200)

Visual Class: TrueColor (4)

Bits Per RGB: 8

Physical Color Map Entries (Used / Total): 256 / 256

Colormap: Private, 16777216 colors. Translation table: Enabled

Graphics pixels: Combined, Dither Method: Ordered

Write Mask: 16777215 (decimal) fffff (hex)

Graphics Function: 3 (copy)

Current Font: <default>, Current TrueType Font: <default>

Default Backing Store: Req from Server.

and the specific commands you requested:

IDL> Device, Get\_Visual\_Depth=theDepth, Get\_Visual\_Name=theName

IDL> Print, theDepth, theName

24TrueColor

I also tried it on a 16bit x-terminal (running an xsession from the solaris machine) -- this time I get white on black. So, it seems it is my linux box causing the problem...

I tried using hardware and software rendering (by using `obj_new('IDLgrWindow',renderer= )`), but both came up yellow (and perhaps I can't use hardware rendering, although I have Mesa installed, and I have an NVidia TNT card).

Any more suggestions? Thanks for responding so quickly!

More info:

xdpyinfo:

```
[tcarter@russell tcarter]$ xdpyinfo
```

```
name of display:  :0.0
```

```
version number:  11.0
```

```
vendor string:   The XFree86 Project, Inc
```

```
vendor release number:  3360
```

```
maximum request size:  4194300 bytes
```

```
motion buffer size:  256
```

bitmap unit, bit order, padding: 32, LSBFirst, 32  
image byte order: LSBFirst  
number of supported pixmap formats: 2  
supported pixmap formats:  
depth 1, bits\_per\_pixel 1, scanline\_pad 32  
depth 24, bits\_per\_pixel 32, scanline\_pad 32  
keycode range: minimum 8, maximum 134  
focus: window 0x2c00094, revert to Parent  
number of extensions: 19

BIG-REQUESTS  
DOUBLE-BUFFER  
DPMS  
LBX  
MIT-SCREEN-SAVER  
MIT-SHM  
MIT-SUNDRY-NONSTANDARD  
RECORD  
SECURITY  
SHAPE  
SYNC  
XC-APPGROUP  
XC-MISC  
XFree86-DGA  
XFree86-Misc  
XFree86-VidModeExtension  
XInputExtension  
XKEYBOARD  
XTEST

default screen number: 0  
number of screens: 1

screen #0:  
dimensions: 1600x1200 pixels (406x305 millimeters)  
resolution: 100x100 dots per inch  
depths (1): 24  
root window id: 0x26  
depth of root window: 24 planes  
number of colormaps: minimum 1, maximum 1  
default colormap: 0x23  
default number of colormap cells: 256  
preallocated pixels: black 0, white 16777215  
options: backing-store YES, save-unders YES  
largest cursor: 32x32  
current input event mask: 0x5a20bd  
KeyPressMask ButtonPressMask  
ButtonReleaseMask  
EnterWindowMask LeaveWindowMask  
PointerMotionHintMask

ButtonMotionMask      StructureNotifyMask  
SubstructureNotifyMask  
  SubstructureRedirectMask PropertyChangeMask  
number of visuals: 1  
default visual id: 0x22  
visual:  
  visual id: 0x22  
  class: TrueColor  
  depth: 24 planes  
  available colormap entries: 256 per subfield  
  red, green, blue masks: 0xff0000, 0xff00, 0xff  
  significant bits in color specification: 8 bits

David Fanning wrote:

>  
> Troy Carter (tcarter@princeton.edu) writes:  
>>  
>> I am trying to learn to use Object graphics, now that idl 5.3 allows me  
>> to create vector eps files using object methods. My problem is that  
>> when I draw to a window, and try to get black on white, I end up with  
>> black on yellow. White on black works fine, but when I try to set up my  
>> IDLgrView object with color=[255,255,255], I get yellow instead of  
>> white. The device procedure applies only to direct graphics, so  
>> device,decomposed=0 is not the answer (although I tried it anyway :).  
>> I am running idl on a solaris machine, using the 24-bit display of a PC  
>> running linux. Any clues would be much appreciated. Thanks!  
>  
> Humm. This notion of running on a Solaris machine with  
> a Linux display concerns me a bit. It would help, I think,  
> to know the results of a HELP, /DEVICE command.  
>  
> Also, do you have a color table loaded in your IDL session?  
> Try loading color table 0 before you run your program.  
> Does that do anything?  
>  
> I'm thinking that you may actually be in an 8-bit  
> environment (where object graphics colors don't work  
> as well as you would hope) and that IDL is having  
> difficulty choosing a white color from the destination  
> palette. Yellow may be as close as it can get. Anyway,  
> the above command will offer more clues. Please  
> also included your visual depth and class:  
>

> IDL> Device, Get\_Visual\_Depth=theDepth, Get\_Visual\_Name=theName  
> IDL> Print, theDepth, theName  
>  
> 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

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Troy Carter  
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