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

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

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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

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