Subject: Color question (answer is not device,decomposed=0)
Posted by Troy Carter on Sun, 23 Apr 2000 07:00:00 GMT

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!

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