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Subject: Re: HELP - Changing color map in Mac IDL  
Posted by [Liam E. Gumley](#) on Tue, 23 May 2000 07:00:00 GMT  
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Mark Elliott wrote:

> I am running IDL 5.3 on a G4 Mac. I'm using 8-bit pseudo-color.  
> When I change the LUT (like with loadct) the images in the graphics  
> windows do not change their appearance unless I redraw them. This  
> makes routines like xloadct practically useless for optimizing the  
> color map levels.

Assuming you are actually running in 8-bit mode (is your desktop set to 256 colors?), then you are seeing a 'feature' of the IDL direct graphics system. There is no IDL preference which affects this behavior.

However consider the following wrappers for TVSCL and XLOADCT in IDL 5.3:

```
PRO TVSCL24, IMAGE, DATA=DATA
if (n_elements(image) gt 0) then begin
  tvscl, image
  return
endif
if (n_elements(data) gt 0) then begin
  tvscl, data
  return
endif
message, 'No image argument was specified'
END
```

```
PRO XLOADCT24, IMAGE
xloadct, updatecallback='tvsc24', updatecbdata=image
END
```

These wrappers will update the image whenever the color table is changed, e.g.

```
image = dist(256)
tvscl24, image
xloadct24, image
```

Cheers,  
Liam.  
<http://cimss.ssec.wisc.edu/~gumley>

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