
Subject: Re: HELP - Changing color map in Mac IDL
Posted by [davidf](#) on Tue, 23 May 2000 07:00:00 GMT
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Mark Elliott (mark@mail.mmrrcc.upenn.edu) writes:

- > 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.
- >
- > Is there a preference of some sort that will fix this?

What makes you think you are using 8-bit pseudo-color?

I would be willing to bet quite a lot of money your graphics card doesn't think you are using 8-bit pseudo-color. In fact, I'm convinced your graphics card thinks you are using "thousands" or "millions" of colors. :-) Use your Monitor Control Panel to select 256 color mode (or whatever it's called there). Then re-start IDL.

Or, you could use a program like XWindow on my web page to display your image and use the color changing tool from that program. Those colors will update your image even on a 16-bit or 24-bit display:

XWindow, 'TV', image, /XColors

Cheers,

David

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