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Subject: Re: Draw widget updates and mouse movement  
Posted by [Liam E. Gumley](#) on Wed, 21 Jun 2000 07:00:00 GMT  
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Nils Johnson wrote:

> A program I wrote creates a WIDGET\_DRAW, does a LOAD\_CT, then displays an  
> image using TV. However, the new color table does not take effect until  
> the mouse pointer moves over the draw widget. How can I force this color  
> table to take effect immediately?

I'm guessing you are logged in at the console of a UNIX box. Try this:

(1) Exit from any IDL sessions you have running.

(2) If you have a \$HOME/.Xdefaults file, make sure it contains no IDL-related entries.

(3) Paste the following lines into a file named \$HOME/idl\_startup.pro

```
;- Generic platform independent IDL startup file
if !version.os_family eq 'unix' then device, pseudo_color=8
window, /free, /pixmap, colors=-10
wdelete, !d.window
device, decomposed=0, retain=2, set_character_size=[10, 12]
device, get_visual_depth=depth
print, 'Display depth: ', depth
print, 'Color table size: ', !d.table_size
```

(3) Set the environment variable IDL\_STARTUP to the startup file path/name, e.g.

```
% setenv IDL_STARTUP $HOME/idl_startup.pro
```

or

```
$ export IDL_STARTUP=$HOME/idl_startup.pro
```

(4) Start a new IDL session and try the following commands:

```
IDL> tvscl, dist(256)
IDL> loadct, 13
```

If the colors in the image immediately change to a rainbow scale, then you have successfully started IDL in 8-bit display mode (which is what you want, I think).

If you ever decide you would like to run IDL in 24-bit mode instead, replace 'pseudo\_color=8' with 'true\_color=24' in the startup file. In

24-bit mode, the image must be re-displayed for color table changes to be visible.

Cheers,  
Liam.

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

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