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Subject: Re: Draw widget updates and mouse movement  
Posted by [Jared Crossley](#) on Thu, 22 Jun 2000 07:00:00 GMT  
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I have a similar problem. When I display an image and load a color table the colors do not appear until I move my mouse pointer over the image window. However, when my pointer is over the image window, everything on my screen changes color.

I am using 24 bit color. If I try to switch to 8 bit via  
device, pseudo=8

when I try to display an image I get an error message:

% Unsupported X Windows visual (class: PseudoColor, depth: 8).  
Substituting default (class: TrueColor, Depth: 24).

I would prefer to use 24 bit anyway. My question is: Why does everything on my screen change colors when my mouse moves over the display window, and is there a way to fix this problem?

I am running IDL 5.3 (linux x86).

Thanks, Jared

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