

---

**Subject: Window Background**

Posted by [eak](#) on Sat, 04 Nov 2000 00:08:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello all,

Since I got such a great response to my last post I thought I'd try one more time. Thanks to JD I got the code running but now the behaviour on Windows and Linux is different. On the Linux side my plot window comes up with a white background, on the Windows side a black one. Same code and version of IDL 5.3. Since I need the white BG I tried !P.BACKGROUND = 255 on windows but no change.

```
;-----  
; Define color table.  
;-----  
r = [ 255, 68, 87, 58, 0, 0, 0, 0, 0, 0, $  
      8, 93, 169, 255, 255, 255, 255, 0]  
g = [ 255, 0, 0, 0, 8, 97, 182, 255, 255, 255, $  
      255, 255, 255, 255, 170, 80, 0, 0]  
b = [ 255, 72, 145, 218, 255, 255, 255, 242, 165, 80, $  
      0, 0, 0, 0, 0, 0, 0, 0]  
  
tv!ct, r, g, b  
  
;-----  
; Store images in arrays.  
;-----  
elec_image = transpose( j4_data( min_data_rec: $  
max_data_rec).diff_num_flux_electrons(*))  
ion_image = transpose( j4_data( min_data_rec: $  
                           max_data_rec).diff_num_flux_ions(*))  
image_size = size( elec_image)  
;-----  
; Set window size and plot position info.  
;-----  
num_colors = 17  
!order = 1  
  
x_size = 1000  
y_size = 600  
  
x_data_start = 150  
x_data_end = 900  
x_data_extent = x_data_end - x_data_start  
  
y_data_e_top = 540
```

```

y_data_e_bottom = 340
y_data_i_top = 320
y_data_i_bottom = 120
y_data_extent = y_data_e_top - y_data_e_bottom
if ( y_data_extent NE y_data_i_top - y_data_i_bottom) then $
begin
    print, 'Error in J4_COLOR_SPECTROGRAM: ', $ image = 0
    return
endif

x_color_bar_left = x_data_end + 55
x_color_bar_right = x_color_bar_left + 20
y_color_bar_bottom = y_data_i_bottom + 50
y_color_bar_top = y_color_bar_bottom + 20 * ( num_colors - 1)

min_data_value = 1.0E05
max_data_value = 1.0E09

min_channel_energy = 30.0      ; eV
max_channel_energy = 30000.0   ; eV
;;; Shouldn't this be trick ;;;;;;;;;;;;;;;;;;;;;;;;;;
!P.BACKGROUND = 255
window, /free, xsize = x_size, ysize = y_size

;-----
; Labels.
;-----
x_tick_labels = [' ', ' ', ' ', ' ', ' ']

```

---