Subject: Re: Window Background
Posted by David E Johnston on Thu, 09 Nov 2000 08:00:00 GMT
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To get IDL color maps to work under Linux
I have to have
device,decompose=0
in my IDL_STARTUP file
try that

Eric Kihn wrote:

```
> 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]
>
>    tvlct, 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 = [' ', ' ', ' ', ' ', ' ']
>
```