
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, 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 = [' ', ' ', ' ', ' ', ' ']
>

```
