
Subject: Re: problem with "xloadct"

Posted by [David Fanning](#) on Mon, 12 Nov 2001 15:13:53 GMT

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Enrique Joven (eja@ll.iac.es) writes:

- > I have an unapealling problem with the "xloadct" function in the
- > SUN-environment. It works properly in any machine, excepting the
- > ULTRA-10 one, maybe because it uses 24-bit colors.
- >
- > The widget is properly initialized, and it seems to work,
- > but it is not able to change the palette or the correction or
- > whatever of the current image displayed.
- >
- > Anyone knows anything about this problem?

It is not a problem so much as it is the way
24-bit color displays work. You must re-display
your graphics after you change the colors in the
color table. There is no direct connection between
the colors in current graphics windows and the colors
currently loaded in the color table. This is exactly
why people *wanted* 24-bit color in the first place. :-)

Re-dislaying your graphics is not so hard. See
the UpdateCallback and UpdateCBData keywords to
XLoadCT, for example. Here is an article that
shows you how to update colors in a widget program:

http://www.dfanning.com/color_tips/noxloadct.html

My program XColors has even more flexible methods for
updating the colors in your programs:

<http://www.dfanning.com/programs/xcolors.pro>

Cheers,

David

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