Subject: Re: ARG! Direct Color problem IDL 5.5/Linux (decomposed doesn't help)
Posted by David Fanning on Thu, 07 Feb 2002 17:34:31 GMT
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Jaco van Gorkom (j.c.van.gorkom@fz-juelich.de) writes:

> That is the situation for video hardware which handles 32-bit color.
> In 8-bit color hardware (think government-funded research) there can only
> be 256 different colors on the screen at any one time. So if I ask IDL to
> allocate 256 colors, it uses a private colormap. This causes color flashing
> when moving in or out of plot windows and/or draw widgets. Result: when
> looking at a plot window in the correct colors, the black and gray/white of
> the slider bars appear in some of the first 20 colors of the color map.
> Usually
> black on black. With the mouse on the slider button, the general desktop
> color
> map is active. Ergo I do not see the plot in the color map I am adjusting.
> Or am I missing something?

Oh, I see what you are talking about. Yes, allocating
256 colors on an 8-bit X Windows system will give you
color flashing problems. This is entirely due to the
way X Windows works, and has nothing to do with IDL.
But it *is* a problem, certainly.

> P.S.: I just got this new PC last week. It seems that those cheap
> videocards
> with 1MB memory are no longer made, so now they got me a whopping 32MB.
> I'll have to start writing those 5-6 lines of code soon! xcolors.pro, isn't
> it?

Something like that. :-)

Cheers,

David

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