Subject: Re: ARG! Direct Color problem IDL 5.5/Linux (decomposed doesn't help)
Posted by Jaco van Gorkom on Thu, 07 Feb 2002 17:09:53 GMT
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"David Fanning" <david@dfanning.com> wrote in message
news:MPG.16cc563cac32937c9897f2@news.frii.com...
> Jaco van Gorkom (j.c.van.gorkom@fz-juelich.de) writes:
>
>> Funny isn't it, this color behaviour of xloadct? It seems to be the only
>> way for widgets to handle color on 256-color hardware. No way of
>> seeing the color bar or the plots/images which your are trying to adjust
>> while adjusting the sliders.
>
> Well, I'm not sure *this* is true. No way of seeing the
> color adjustments on your plots/images without re-displaying
> the plot/image is true. But this is easily remedied with
> 5-6 additional lines of code that can be reused over
> and over again. I certainly don't notice the burden
> in the programs I write.

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?

Cheers,
Jaco

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?