

Robert Stockwell wrote:

> Greetings all,
> its been hours since a post about colors, so I
> figured I volunteer a post.
>
> I have IDL 5.5 on Redhat Linux 7.2 running KDE
> in 24bit color mode.

Snap.

>
> I cannot get proper colors to show up on screen
> (they are fine in postscript files though).

It can be somewhat troublesome.

>
> I have tried the conventional wisdom, ensuring I
> am in 24 bit mode, setting the decomposed keyword, etc.
> But nothing works. I have gone through every keyword
> that device will take (true_color=24, direct_color=24,
> translation, etc), and toggled all the relevant
> sounding ones to no avail (it seems to be in Direct
> Color mode no matter what I do, note below where I
> set true_color = 24, but it is still in direct color).
>

Are you doing this before you create any windows? Once IDL has created a window, even if it hasn't actually displayed it on the screen yet, the X visual is decided and cannot be changed. This is the reason it's usually placed in the idl_startup file, so you know it's done before any windows can be created.

This incantation seems to work (xloadct displays correctly):

```
device,true=24  
window,/pixmap &wdelete      ; fix the IDL 5.5/Linux colour problem  
device,bypass_translation=0
```

```
> image = dist(100)  
> loadct,13  
>  
> shade_surf,image,shade=bytsc1(image)
```

>

This shows a shaded surface with red at the peak, going down to blue at the corners. The axes are in red. Is this what was intended?

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