

David Fanning <david@dfanning.com> writes:

> Marc Sauvage (msauvage@cea.fr) writes:

[..]

>> Which solves this problem. So now I can use colors, any color table,
>> in fact. I can modify the color table with xloadct, and I see the
>> color table changing in the xloadct widget, but these changes do not
>> affect the already opened graphics window and I have to reload the
>> images to see the changes (I've tried setting retain to 2 but I don't
>> think this addresses my problem). This is a pain because in my field,
>> astronomy, I have to do this almost all the time to actually see
>> what's in the images, and explore the structure of the objects.

>>

>> I checked on both the Mac and the unix server which types of visual
>> were supported (with xpdinfo) and apparently the same types are
>> supported on both side. Currently I'm set to true_color. Also worth
>> knowing: my version of IDL is 5.4.

>>

>> Anyone with ideas on how to solve this problem is welcome.

>

> Welcome to the world of 24-bit color, Marc! :-)

Yes, brave new world and all that. Wonderful progress we've had, when you can no longer interactively modify and view the results of color table changes without making or using a full-fledged application... Sort of takes the I out of IDL, as I've said a few times before. But I guess astronomers & fellow tinkerers are not the main group of customers - if we had been, a proper system would have been worked out (i.e. for any direct graphics window, you can associate a certain color table, which you can modify independently of the others. They do it in object graphics, but those are not really something you'd like to play with from the IDL> prompt directly ;-)

By the way, on my system (1) I *can* do what you want (with some pointing and clicking in the display windows after startind xloadct), so it is quite platform/visual dependent.

(1)

{ sparc sunos unix 5.3 Nov 11 1999}

Current graphics device: X

Server: X11.0, Sun Microsystems, Inc., Release 6410

Display Depth, Size: 24 bits, (1280,1024)

Visual Class: DirectColor (5)

Bits Per RGB: 8

Physical Color Map Entries (Used / Total): 256 / 256
Colormap: Private, 16777216 colors. Translation table: Bypassed
Graphics pixels: Combined, Dither Method: Ordered
Write Mask: 16777215 (decimal) ffffff (hex)
Graphics Function: 3 (copy)
Current Font: <default>, Current TrueType Font: <default>
Default Backing Store: Req from Server.
Window Status: -----
id typ(x, y, backing store) id typ(x, y, backing store)
0: Win(640, 512, Req from Server)

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