
Subject: Re: IDL causes color table flashing on SGI with Irix 6.0.1

Posted by [ian](#) on Wed, 01 Feb 1995 17:37:33 GMT

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Word has it that Liam Gumley <liamg@ssec.wisc.edu> may have said:

[stuff deleted]

> The images displayed in the demo look quite normal *until* the cursor
> is moved inside the draw window. At this point the color table for the
> whole screen abruptly changes, and then changes back to the original
> table when the cursor is removed from the draw window. I have seen this
> happen before on a PC running an X server, but never on a Unix box.
[snip]

That's an effect of IDL using more colors than are currently available
(as in not being used by other apps). When this happens, IDL makes
a local colormap that is only in effect when the cursor is in the image
windows. I use this effect to get 256 colors regardless of what's
running on my 8-bit X terminal. In your case, you might be able to
get around it by setting IDL *colors to a negative number in your
.Xdefaults file, or by saying "window, colors = 200" or some such as the
first command in your IDL session.

+--Ian Novack (Particle Man and Comatose Reader)-----ian@gomez.jpl.nasa.gov--+
| "Press 8 for psychotic silence." -- Wanda Coleman's Jet Propulsion Lab |
| column, Los Angeles Times Magazine, 12/18/94 Pasadena, CA |
+--Disclaimer: Had this been an actual opinion, it would still be mine.-----+
