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.