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

Posted by [pellet](#) on Thu, 02 Feb 1995 19:17:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

H. Ian Novack (ian@gomez.Jpl.Nasa.Gov) wrote:

: 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.

I use to run IDL on a SGI Iris and I had a similar problem. I reduced the number of colors reserved for IDL, as suggested above, but the problem still showed when the mouse went over either an icon or any GL graphic windows. I also recall that RSI was unable to fix this. Other than that, it worked great.

Jeff

pellet@inrs-ener.quebec.ca
