
Subject: Re: Another VM conundrum

Posted by [David Fanning](#) on Thu, 11 Dec 2003 19:46:11 GMT

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JD Smith writes:

> Having fixed my main-level XManager issues (thankfully fairly
> trivial), I now find myself with another problem. Typically, I
> recommend setting something like:
>
> device,DECOMPOSED=0,TRUE=16,RETAIN=2
>
> in your IDL startup file, where RETAIN=2 is good for most Linux
> machines (whose window managers don't provide decent backing store),
> DECOMPOSED=0 is immortalized on David's site, and TRUE=16 is just for
> good measure, for those X servers which **claim** to offer DirectColor
> but don't really (sadly, not few in the Linux world). However, I
> leave it up to the end user to find some combination of device
> incantations which work for them.
>
> That's fine for interactive usage, but with a runtime/VM application,
> the startup file is never consulted, so you need to perform these
> device incantations yourself in the code. Has anyone solved this
> problem in a platform-independent way? Would something like:
>
> device,DECOMPOSED=0,RETAIN=2
>
> always be safe, even for older 8-bit PSEUDOCOLOR machines? Or is
> there some method of interrogating DEVICE for info before making a
> final decision on RETAIN and color-model settings? What guidance from
> the IDL color gurus?

Oh, I **hate** to put those DEVICE commands into the code!

A pure nightmare when you are trying to write code that works **everywhere**: Z-buffer, PostScript, on various and sundry displays, etc. Here are a couple of tips (taken from the TVIMAGE code, of course, which **does** run everywhere).

; Which release of IDL is this?

thisRelease = Float(!Version.Release)

; Decomposed color off if device supports it.

CASE StrUpCase(!D.NAME) OF

'X': BEGIN

Device, Get_Visual_Depth=thisDepth

IF thisRelease GE 5.2 THEN \$

Device, Get_Decomposed=thisDecomposed

```

    Device, Decomposed=0
  ENDCASE
'WIN': BEGIN

    Device, Get_Visual_Depth=thisDepth
    IF thisRelease GE 5.2 THEN $
      Device, Get_Decomposed=thisDecomposed
      Device, Decomposed=0
    ENDCASE
'MAC': BEGIN
    Device, Get_Visual_Depth=thisDepth
    IF thisRelease GE 5.2 THEN $
      Device, Get_Decomposed=thisDecomposed
      Device, Decomposed=0
    ENDCASE
ELSE: thisDepth = 8
ENDCASE

```

; Restore Decomposed state if necessary.

```

CASE StrUpCase(!D.NAME) OF
'X': BEGIN
  IF thisRelease GE 5.2 THEN Device, Decomposed=thisDecomposed
  ENDCASE
'WIN': BEGIN
  IF thisRelease GE 5.2 THEN Device, Decomposed=thisDecomposed
  ENDCASE
'MAC': BEGIN
  IF thisRelease GE 5.2 THEN BEGIN
    Device, Decomposed=thisDecomposed
  END

```

Cheers,

David

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David W. Fanning, Ph.D.

Fanning Software Consulting, Inc.

Phone: 970-221-0438, E-mail: david@dfanning.com

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