Subject: Re: IDL and mac-eXodus (was IDL and MacX) Posted by rivers on Wed, 15 Mar 1995 14:54:21 GMT

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In article <3k6ghd\$3lv@kwuz.nerc-keyworth.ac.uk>, Fergus Gallagher <F.Gallagher@nerc.ac.uk> writes:

>>

- > Some of my collegues have just started using eXodus on there
- > spanking new 7100 PowerPCs.

>

- > IDL initialises (pseudocolor=8) with 224 cols,
- > (!d.colors=!d.table size=224) which is normal for OpenWindows.
- > But the color tables are strange. For example, Xloadct color
- > tables are strangely banded: CT 0 (black-white) has 16 equal
- > bands but some of the others have more bands but with non-uniform
- > widths.

>

I use eXodus with IDL a lot. I have it set up as following:

Backing store support: Use when mapped

Colors: 256 colors

Color matching tolerance: Exact color match

I only have IDL ask for 64 colors. Here is the result of HELP, /DEVICE when I us eXodus on my PowerPC as the server:

e 5000

Display Depth, Size: 8 bits, (1024,748)

Visual Class: PseudoColor (3)

Bits Per RGB: 8

Physical Color Map Entries (Used / Total): 64 / 256 Colormap: Shared, 64 colors. Translation table: Enabled Graphics pixels: Combined, Dither Method: Ordered

Write Mask: 255 (decimal) ff (hex)

Graphics Function: 3 (copy) Current Font: <default>

Default Backing Store: Reg from Server.

Window Status: -----

id typ(x, y, backing store) id typ(x, y, backing store)

0: Win(640, 512, Reg from Server)

When I display an image in a window it works fine. However, xloadct gives the banding effect which you describe UNTIL I CLICK IN THE MAIN IMAGE WINDOW. That causes the banding to go away. There appears to be something different about the color strip which xloadct displays from a main IDL window with images in it. I have not investigated it further.

Mark Rivers (312) 702-2279 (office)
CARS (312) 702-9951 (secretary)
Univ. of Chicago (312) 702-5454 (FAX)
5640 S. Ellis Ave. (708) 922-0499 (home)

Chicago, IL 60637 rivers@cars3.uchicago.edu (Internet)