
Subject: Re: Changing the Colour Table for RGB images on Linux/Solaris
Posted by [Philip Kershaw](#) on Fri, 26 Mar 2004 16:54:00 GMT

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Yes, I did need to check that I'd done that. The problem persisted but it seems I have a solution in that I actually apply the RGB stretch to the image itself.

Thanks for your help,

Phil

"Antonio Santiago" <d6522117@est.fib.upc.es> wrote in message
news:406441FD.6010606@est.fib.upc.es...

> Maybe you forgot update your image with the new colors. As you see in
> "color_example.pro" of the master Fanning, he caught the event
> "xcolors_load" and then does redraw the image.

>

> Bye :)

>

>

> Philip Kershaw wrote:

>> Hello,

>>

>> I'm developing a colour editor for use with an image display program for
>> Linux and Sun Solaris. I've found that when I update the colour table
for

>> an RGB image, the image display isn't updated. However, when I run the
same

>> program under Windows 2000, the image IS updated as expected.

>>

>> I'm running IDL 6.0 set with

>>

>> Device, Decomposed=0

>>

>> The display is 24-bit in each case for Windows, Linux and Solaris
platforms.

>>

>> When I alter the colour table I re-display the image using

>>

>> TV, image, True=3

>>

>> The image has dimensions (m, n, 3)

>>

>> As a test, I tried adapting one of Dave Fanning's programs (thank you
for

>> this!), "color_example.pro" to run loading the RGB image. Again, it
works

>> under Windows but not Linux or Solaris.

>>

>> Has anyone come across anything like this? Any ideas?
>>
>> With thanks,
>> Phil
>> _____
>>
>> Philip Kershaw
>> Space Science & Technology Department
>> Rutherford Appleton Laboratory
>> UK
>> _____
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