
Subject: Re: xmanager, /managed

Posted by [Benjamin Hornberger](#) on Mon, 11 Jul 2005 19:52:25 GMT

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David Fanning wrote:

> Benjamin Hornberger wrote:

>

>> There's two things:

>>

>> 1. The widget program has to use indexed color mode (decomposed=0)

>> because I want to be able to use those pretty predefined color tables.

>> Or are you telling me one can do that with decomposed color as well?

>> Also, I am using the same code for screen and PS output ...

>

>

> Well, this is the point of TVImage, IMGDIST, etc. You can work

> in DECOMPOSED=1 mode and *still* use color tables because the

> programs are smart enough to put you in the correct mode when

> they display the image. And, of course, they are also smart

> enough to know when they are outputting to a device like PS

> and so can do the proper thing there, too. (Including, not so

> incidentally, sizing and positioning the image on the PS page.)

I'm still not convinced that with tvimage I could do what I want without worrying about anything else. Anyway, it works now, and as it had been mentioned before, one shouldn't try to optimize working code just for the sake of it ... Next time I write an image display program I'll think about it again.

>

>> 2. In my programs, I am trying to handle colors properly and use

>> tvimage. However, when using the command line, things have to be

>> quick. And "tvscl, array" can be typed much faster than "tvimage,

>> bytscl(array), /tv". Yes, I could write a wrapper, but even that

>> doesn't help if I am in decomposed=0 mode and some program loaded

>> extra colors somewhere in the color table. Maybe decomposed=1 is the

>> way to go on the command line -- usually, I don't need fancy color

>> tables in that case.

>

>

> Forget writing the wrapper. I've already done it for you: :-)

>

> <http://www.dfanning.com/programs/tvscale.pro>

Hmm, somehow I missed this even though I use programs from your library quite often ...

Benjamin
