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Subject: Re: IDLgrPalette woes  
Posted by [Robbie](#) on Tue, 28 Mar 2006 23:07:35 GMT  
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I had the same problem with IDL running on Fedora Core 4 out of the box. I couldn't get hardware rendering to work in color.

If you are using linux then I would recommend getting the latest 3D graphics card drivers from the manufacturer rather than using the stock standard kernel drivers. You will also probably want to turn off automatic kernel updates, or remember to re-run the graphics driver install application each time you update your kernel.

If you are using windows then I would recommend getting the latest 3D graphics card drivers from the manufacturer rather than using the Windows installation CD.

I still find object graphics to be a bit quirky on my box. Very occasionally, my 3D graphics will spit the dummy a refuse to render. Sometimes have to restart my X session to get 3D graphics in IDL. I haven't had the problem for a few months now and it was not reproducible enough to warrant a bug report. It was probably solved in a driver update or something.

Robbie

David Fanning wrote:

> Michael Wallace writes:

>

>> I simply want to display an image in living color using Object Graphics.

>> However, when I change the palette associated with the image, my image

>> goes all white. If I leave the palette alone (or load color table 0) I

>> will see the standard gray-scale colors. The following code demonstrates:

>

> This works correctly for me. Are you using the software

> or hardware renderer? Try software and see what you get.

>

> Cheers,

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> David

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> --

> David Fanning, Ph.D.

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> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>