Subject: Re: Colors and Virtual Machine Posted by Karl Schultz on Mon, 03 Jul 2006 21:58:26 GMT View Forum Message <> Reply to Message

On Mon, 03 Jul 2006 11:12:53 -0700, Phillip Bitzer wrote:

- > Tried setting the True Color keyword, but no luck. Indeed, I am getting
- > a DirectColor visual, but I can't seem to tell my program to get the
- > TrueColor. By the way, the reason this happens in VM but not IDL is
- > I've set the TrueColor keyword in my startup file. Anyway, here's the
- > code (at least the beginnning):

>

- > ;@satview\_GUI\_TLB\_events
- > ;@satView
- > pro satview\_GUI
- > ;provides GUI wrapper for satView program
- > device, true color=24
- > device, get\_visual\_name=state
- > print, state
- > ...

>

- > I'd like to be able to compile those two files in the header as well,
- > but I've commented them out until I get this to work. The result of
- > "print, state" is DirectColor.

>

> Any ideas on what I'm doing wrong?

Philip,

What version of IDL are you using? IDL 6.2 contained a change where IDL would start picking the TrueColor Visual over DirectColor by default.

There were also a lot of changes made to the way splash screens work in releases prior to 6.2 that may address this. But I can't be more specific without knowing what release is involved.

Keep in mind that once a Visual is used to draw something or talk to the X server, that Visual must be used for the rest of the session and cannot be changed. Even "DEVICE, /HELP" can do this. So, \*something\* is getting in there and establishing the Visual before you can set it yourself. Right now, I don't know what it is. Still, knowing the release will help a bit here.

One thing you could try is reconfiguring your X server to not use DirectColor visuals. This is pretty straightforward if you have an X.org or XFree86 server.

Karl