Subject: Re: problem loading color palette
Posted by Karl Schultz on Mon, 24 Jul 2006 17:54:43 GMT
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On Mon, 24 Jul 2006 09:10:36 -0700, aetherlux wrote:

> Hi everybody, I use IDL 6.0 with Debian GNU/Linux. Today after trying
> to load a color palette to draw several maps, I have noticed that the
> palette is not loaded.
> I use:
> device, decomposed=0
> xloadct (and then I choose the palette or loadct, 41 -- the number of
> the palette)
>
> It happens with all the palettes.
> I guess that it is related with the X server. Perhaps it is a
> consecuence of a recent update from Debian Sarge to Etch, which has
> changed my Xserver (in Sarge it was XFree86 and now in Etch is Xorg).
>
> Does anybody know a solution to force IDL to load the palettes?

It really may be more of a function of your desktop software, especially
the window manager.

Term: ICCCM - Inter-client communications convention manual

IDL uses the ICCCM-compliant method of setting the colormap ID in the
top-level window. A ICCCM-compliant window manager is supposed to notice
this and make that colormap active (this is known as "installing" a
colormap) when the window receives colormap focus. The colormap focus
policy is often the same as pointer focus policy, but it also may be
different.

First, try just clicking or pointing at the window, to set focus on that
window. If that does not work, investigate your window manager's colormap
focus capabilities and see if there is an option that you can adjust to
make it work.

A lot of newer desktops and window managers steadfastly refuse to install
a different colormap on the server because it causes all the GUI elements
on the desktop to appear with "false colors". There is some debate over
the ICCCM and some desktops sort of "ignore" some parts of it.

As a last resort, try the undocumented feature:

DEVICE, /INSTALL_COLORMAP

This makes IDL use the non-ICCCM-compliant method of installing the

colormap itself whenever the window gets focus.

You might also try using a TrueColor visual (DEVICE, TRUE_COLOR=24). But I think this causes IDL to translate the colors through the palette on the client side, which is not as fast.

Hope this helps,
Karl
