
Subject: Re: IDLgrImage image plot problem
Posted by [yy](#) on Wed, 27 Sep 2006 16:06:08 GMT
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David Fanning wrote:

> yy writes:

>

>> I just found that if I set the color table to be gray
>> (i.e., oPalette -> LoadCT, 0), things will show up with
>> the correct setting of VIEWPLANE_RECT. However,
>> none of the other color tables works. I'm wondering if
>> this is a problem with my IDL. But if that's the case,
>> why does the direct graphic method, i.e., LOADCT,
>> work well for all the color tables for the same data set?
>> And why does the color table work for an array with
>> dimensions [3, n, m]? I really have no clue about this.
>> It seems that nobody had complained about displaying
>> the IDL provided example, CenteringAnImage.pro.

>

> Well, here is a completely wild guess. Are you by any
> chance using a DIRECTCOLOR visual? If you are not using
> a TRUECCOLOR visual, all bets are off with respect to
> color behavior. :-)

>

> Try this:

>

> IDL> Help, /Device

>

> Cheers,

>

> David

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

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

It seems to be a TrueColor visual. :(

The strange thing is the direct graphic method works.

Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X Z

Current graphics device: X

Server: X11.0, The X.Org Foundation, Release 60802000

Display Depth, Size: 24 bits, (1024,768)

Visual Class: TrueColor (4)

Bits Per RGB: 8 (8/8/8)

Physical Color Map Entries (Emulated / Actual): 256 / 256

Colormap: Shared, 16777216 colors. Translation table: Enabled

Graphics pixels: Combined, Dither Method: Ordered

Write Mask: 16777215 (decimal) ffffff (hex)
Graphics Function: 3 (copy)
Current Font: <default>, Current TrueType Font: <default>
Default Backing Store: Pixmap.

Jingyi
