
Subject: Re: IDL and color table allocation
Posted by [David Foster](#) on Fri, 19 Jan 1996 08:00:00 GMT
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daniele@saxpds2.tesre.bo.cnr.it (Daniele Dal Fiume) wrote:

>
> (I hope this is not a FAQ....)
>
> We have a DEC ULTRIX 5000/200 workstation, running IDL 4.0.1
> We notice an unpleasant problem: colors are flashing when we go in and
> out of the graphic window (X11). This is due to the fact that IDL
> allocates a private colormap, separate from that of the window manager.
> The depth of the display is 24 bits.

>
> Does anybody know how to force IDL to use the same color map of the
> window manager (mwm) on an ULTRIX workstation with a graphic display
> whose depth is 24 bits? And how to limit it to only 256 colors?
> (using "idl.colors: [-]256" in the app-default file is not working...)

On our Sparc [2,10,20] systems we put the line:

```
idl.gr_visual: PseudoColor
```

You might try also:

```
idl.gr_depth: 8
```

in the /usr/openwin/lib/Xdefaults file (or in a user's .Xdefaults file), and this seems to work. Here is our output from help, /device :

```
IDL> help, /device
```

```
Available graphics_devices: CGM HP LJ NULL PCL PS REGIS TEK X Z
```

```
Current graphics device: X
```

```
Server: X11.0, Sun Microsystems, Inc., Release 3300
```

```
Display Depth, Size: 8 bits, (1152,900)
```

```
Visual Class: PseudoColor (3)
```

```
Bits Per RGB: 8
```

```
Physical Color Map Entries (Used / Total): 223 / 256
```

```
Colormap: Shared, 223 colors. Translation table: Enabled
```

```
Graphics pixels: Combined, Dither Method: Ordered
```

```
Write Mask: 255 (decimal) ff (hex)
```

```
Graphics Function: 3 (copy)
```

```
Current Font: <default>
```

```
Default Backing Store: Req from Server.
```

```
IDL>
```

We also issue a

```
SET_PLOT, 'X'
```

in the startup file. It sounds like you may have tried all this stuff already, so I don't know if this is useful.

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