
Subject: Re: colormap issues

Posted by [David Fanning](#) on Tue, 27 May 2008 12:03:49 GMT

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neon writes:

> I am writing a Data Reduction GUI software in IDL. I wanted to be able
> to call another useful package thats already there (ATV.pro) from the
> GUI for quick analysis. So I did that. But a problem I ran into is ATV
> modifies the color table. This messes up all my colors in the GUI that
> I wrote. I tried using tvlct, rr,gg,bb,\get and loading it back. This
> didnt work either. In my GUI I dont load colortables or do anything to
> them. Instead I just use the color keyword for each colors. If anyone
> could help me out I would be internally grateful:)

If you mean that you specify colors as 24-bit values, then
you simply need to set DEVICE, DECOMPOSED=1 before you
use your colors. ATV is almost certainly written so that
it sets DEVICE, DECOMPOSED=0 for its colors.

If you mean you specify colors as 8-bit values (like ATV
does), then you have no choice but to load your colors
before you use the colors. There is only one color table,
and ATV changed it.

The only other alternative (which I am having a hard time
getting across to people) is to use color tools that
work around this problem. FSC_COLOR is one such tool.
If you used that to specify your colors there is a very
good chance you wouldn't be writing this morning. :-)

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
