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Subject: [Q] Colormaps and setting !D.N\_COLORS  
Posted by [dover](#) on Fri, 30 Aug 1996 07:00:00 GMT  
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Hello.

I am using IDL and I am having it write into a window that I created in X. This works fine. However, I am now trying to control the colormap that the window is using. This works fine under X but when IDL tries to write into it IDL seems to revert back to the default colormap. I have been able to solve some of the problem by using the DEVICE, SET\_TRANSLATION command but IDL does not see the correct number of colors. I think if I were able to set the !D.N\_COLORS and !D.TABLE\_SIZE system variables I would be able to get by this problem. IDL seems to think that it can only use that many colors to draw effectively reducing the number of colors seen. An even better solution probably would be to be able to instruct IDL to use my colormap.

I need to use a custom colormap and using a standard colormap is not an acceptable solution.

Any ideas?

Thanks

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