Howdy,

I'm working on a SUNOS IDL version 4.0.1 on an 8bit display with
a shared color table giving about 243 colors. I have slightly
modified the Black/white linear colortable and have set the color of
!d.n_colors-1=RED using tvlct.

Problem: Using Pixmaps I have discovered 2 problems

  1) I have created a "mask" pixmap. It consists of 0's and
     255's. The intention is to display an image, then do
     device,set_graphics=1 (this is an AND) then do
     device,copy=[...].   What happens is strange. The values which
     are to be masked to Zero get a displayed color which is
     very odd and random (looks like from private color table).
     Non masked values are fine. When I do a tvrd() it has the
     correct values, and I can re-tv this captured image and
     it is perfect.

  2) I create pixmap and tv a value of !d.n_colors-1 (RED).
     Now I do a device,copy=[] (regular graphics mode)
     and what I get is white instead of red.

What's going on? I need the speed of a pixmap, but results are
unsatisfactory.

Any hints appreciated,

-Ken Kump