"Pierre V. Villeneuve" <pierre@nis.lanl.gov> writes:

> IMPACT graphics. Whenever I have an image displayed on the screen, it
> is always shown in black and white, until I move the mouse over to that
> window. But then it changes the colormap for the entire screen, not
> just my little IDL graphics window. So, for example, if I have loaded a
> rainbow colormap, my entire desktop changes to a funky-wildy color
> scheme as long as the mouse is inside the IDL image window.
IDl will use a 24bit X visual with a private color map by default on your
SGI desktop. What you probably want to do is share your 8bit color map
with idl and other applications.

We solved this problem by telling idl to use the 8bit pseudo_color visual
under X by having the line

DEVICE, PSEUDO_COLOR=8

as the first line in our startup file (this command has to be executed
before any other command that use the X device).
The same can be achieved by setting the appropriate X resources in your
.Xdefaults file (see IDL help->IDL_GRAPHICS_DEVICES->X->
Setting_the_X_Window_Defaults). If your X server doesn't take care of backing
store you might also need the following line in your startup

DEVICE, RETAIN=2

Regards,

  Christian

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