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Subject: Re: Object Graphics Color Weirdness

Posted by [Aram Panasenco](#) on Wed, 14 Apr 2010 22:11:48 GMT

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On Apr 14, 8:38 am, David Fanning <n...@dfanning.com> wrote:

> Folks,  
>  
> Has anyone noticed some weirdness with colors in object graphics  
> applications? I got a report this morning from someone who was  
> trying to do something very simple with a vertical colorbar  
> program of mine:  
>  
> [http://www.dfanning.com/programs/vcolorbar\\_\\_define.pro](http://www.dfanning.com/programs/vcolorbar__define.pro)  
>  
> This is an old program that makes a color bar by including  
> an image with a color palette as a texture map on a polygon.  
> (Younger readers won't fully appreciate how low-level things  
> were years ago!)

>  
> Anyway, the code is simple:  
>  
> thisPalette = Obj\_New('IDLgrPalette')  
> thisPalette->LoadCT, 25  
> thisColorbar=OBJ\_NEW('VColorBar',COLOR=[0,0,0], Palette=thisPalette)  
> XObjView, thisColorbar  
>  
> I expect to see a rainbow color bar. And this is what  
> I \*do\* see...now. But, when I first ran this code, I saw  
> a gray-scale color bar, and this is what the user is also  
> seeing. I'm running IDL 7.0.2 in Windows 7 64-bit OS.  
>  
> I have not been able to reproduce the problem with repeated  
> starts and stops of IDL. But, I know what I saw, and it is  
> WAY too early in the morning for the juice to have had any  
> appreciable effect. Any ideas?  
>  
> Cheers,  
>  
> David  
>  
> --  
> 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.")

Could it be that for whatever reason the thisPalette object failed to initialize the first time?

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