Subject: Re: Device independent plotting
Posted by penteado on Wed, 05 May 2010 14:20:37 GMT
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On May 5, 11:01 am, Paolo <pgri...@gmail.com> wrote:
> On May 5, 5:56 am, Karen <k.apl...@physics.ox.ac.uk> wrote:> I am using IDL workbench on a Mac at work and a PC at home and I'd
>> like my code to plot the same colours independent of device and
>> platform. I've downloaded the FSC_Color app and read the very helpful
>> documentation by David Fanning. I thought I had followed his
>> instructions carefully for how to get device independent colours, but
>> I can't make it work. At the moment, if I plot to the screen, I get
>> the classic red on black colour scheme,
>
> ^^^
>
> Does that mean that IDL's broken *default* settings for the colors
> have been assimilated internally by so many users that now "red on
> black"
> has achieved the status of being the "classic" color scheme (instead
> of
> the actually intended "white on black")?

That is interesting. His description was a good way to express it, as
I immediately recognized the old problem.

I have actually sort of promoted it into a color scheme: in some old
applications I wrote I did not know how to fix it, so I let the red on
black, when originally intended for white on black. But I got so used
to it, that even after I learned to fix it I left it unchanged. And in
some new applications I wrote, even in object graphics, I found myself
explicitly choosing (through triplets) red for lines to plot over
images.

If anybody is wondering: the "missing" plot lines in Postscript Karen
described are actually plotted, but in the same color as the
background, so they are not visible.