
Subject: Re: Pixmap Problems
Posted by [steinhh](#) on Mon, 30 Sep 1996 07:00:00 GMT
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Subject: Re: Pixmap Problems

In article <322EDB2A.167EB0E7@scr.siemens.com>, Kenneth Kump
<kkump@scr.siemens.com> writes:

> 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.

Whenever IDL doesn't grab it's own private colormap, the byte values actually stored in video memory are not necessarily in the range (0, !D.N_colors-1), since IDL may not have control over those "physical" colors. Instead, IDL tries to hide this from the user, translating between "IDL colors" and "video colors" (also when reading back with tvrd()).

This sometimes gives odd results when using the graphics functions the way they apparently should work. E.g., color zero could correspond to a non-zero value, so doing an XOR with color 0 does not necessarily leave values untouched (the graphics functions seem to be applied *after* the translation to physical color numbers).

I seem to remember reading some stuff about this in the reference guide.

From your example #2, it seems IDL doesn't cope well with that translation with regard to pixmaps. If you can fool IDL into translating the values correctly (or doing it yourself) when they are put into the pixmap, you should be OK as to this problem.

Stein Vidar
