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Subject: Need Workaroud for UNIX Color Bug  
Posted by [David Fanning](#) on Sat, 05 Feb 2011 09:49:16 GMT  
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Folks,

I have run into the following problem on UNIX machines, including IDL 7 on Mac and IDL 8 on an UBuntu LINUX machine. It seems to be a long standing problem that is giving me grief.

Here is the situation. If the following program is run at the very start of a \*NEW\* IDL session, the window will draw a white plot on a white background. Look carefully, because this is \*very\* hard to see. :-)

Subsequently, the program will run fine. Here is the simple program:

```
.*****  
,  
PRO MakeWidget  
tlb = widget_base()  
draw = widget_draw(tlb, xsize=400, ysize=400, retain=1)  
widget_control, tlb, /realize  
widget_control, draw, get_value=wid  
wset, wid  
end  
  
PRO Test  
device, decomposed=1  
!p.background=16777215L  
!p.color=0L  
print, 'Before MakeWidget: ', !p.color, !p.background  
makewidget  
plot, findgen(11)  
print, 'After MakeWidget: ', !p.color, !p.background  
END  
.*****  
,
```

Here is the output on the two machines I mentioned:

```
IDL> .compile test  
IDL> test  
Before MakeWidget:      0  16777215  
After MakeWidget:    16777215  16777215
```

If we put calls to Help, /Device before and after the Widget\_Draw command, we find the following difference

in output.

Before Draw Widget Call:

Colormap: Private, 16777216 colors. Translation table: Enabled

After Draw Widget Call:

Colormap: Private, 16777216 colors. Translation table: Bypassed

The output is a white window. If we run the program a second time, we see the expected black plot in a white window.

We haven't managed to come up with a work-around for this yet. Do any of you LINUX and Mac users have a suggestion? Thanks!

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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