
Subject: Strange UserSym Color Bug

Posted by [David Fanning](#) on Thu, 21 Jun 2012 04:42:13 GMT

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Folks,

I ran into the strangest bug I have ever seen in IDL today. It involved the USERSYM procedure by way of SymCat in the Coyote Library. I have found no way to reproduce this bug, except by running the widget program I was working on, which reproduced the bug every time. (The widget program is a strange combination of widget objects, etc., so I have little hope that this bug will be fixed in my lifetime.)

Anyway, here is what happened. I drew a line on top of an image. In another part of the program entirely, and in another object, I drew a plot. Every time I would draw the plot, it would be drawn in the color in which I had drawn the line! I confirmed that the object was working correctly. I was working at all times in decomposed color, so no colors were ever loaded in the color table. The color inputs to ALL programs, including into USERSYM itself, were correct. But, it would draw in the wrong color!!

I confirmed and re-confirmed all color inputs, the fact that I wasn't loading colors in the color table, etc. Finally, I discovered that if I called USERSYM with no color keyword set, it would "unstick" the color, and then I could call USERSYM normally.

I seriously doubt that anyone is going to run across this bug. But, if you do, I have an updated version of SYMCAT in the Coyote Library that fixes the problem for me. :-)

The actual lines causing the problem looked something like this:

```
thisColor = cgColor('dodger blue')
OPlot, dep, indep, Color=thisColor, PSYM=SymCat(12, Color=thisColor)
```

This was not a cgWindow problem. All normal draw widgets and normal IDL direct graphics commands.

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
