Subject: Re: Surface/shade_surf problem on IDL 7.1 / Lion OS ??
Posted by David Fanning on Tue, 16 Oct 2012 12:19:24 GMT
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steve.daal@gmail.com writes:

>
> IDL> help, /device
> Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X Z
> Hi David, here is the output of the Help,/Device
>
> Current graphics device: X
> Server: X11.0, The X.Org Foundation, Release 11006000
> Display Depth, Size: 24 bits, (1440,878)
> Visual Class: TrueColor (4)
> Bits Per RGB: 8 (8/8/8)
> Physical Color Map Entries (Emulated / Actual): 256 / 256
> Colormap: Shared, 16777216 colors. Translation table: Bypassed
> Graphics pixels: Decomposed, Dither Method: Ordered
> Write Mask: 16777215 (decimal) ffffff (hex)
> Graphics Function: 3 (copy)
> Current Font: <default>, Current TrueType Font: <default>
> Default Backing Store: Pixmap.
> Window Status: ----------
> id typ(x, y, backing store) id typ(x, y, backing store)
> 0: Win(1200, 700, Pixmap) 3: Win(720, 439, Req from Server)

Well, OK, you are using decomposed color, so any 2D image
type thing you are doing with traditional graphics commands
(and shade_surf is an image type thing, since it is actually
an image you are seeing on the display) will be shown in
gray-scale colors. But, I have no idea why Coyote Graphics
routines aren't working. They thrive in this envionment.
In fact, they beg to be put into it, striving to do all their
drawing in decomposed color so color tables are not contaminated.
I never get out of decomposed color mode, if I can help it.

Are you sure you tried these Coyote Graphics routines?

```
LoadCT, 3
cgShade_Surf, data
```

As an alternative, of course, you could time travel back
to the 1970's and put yourself in indexed color mode:

```
IDL> Device, Decomposed=0
```

Cheers,

David

--
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thue. ("Perhaps thos speakest truth.")
