
Subject: Color Frustration

Posted by [J.D. Smith](#) on Fri, 28 Feb 1997 08:00:00 GMT

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Seems the more I read this newsgroup, the more problems I have. I am utterly frustrated with a color problem. Here is the scenario:

I have a draw widget open, and I am plotting (using `plots()`) pixel-sized diamonds over the top of a pixel in an image when a user clicks on that pixel. In case you were wondering, my pixels are usually resampled to be big, say 20 screen pixels. I wanted the over-plotted symbols to be green, so I decided I'd limit the color map range of the image to be 1 fewer than normal, and put green in the topmost color. I even made some modifications to stretch, etc. so that I would only deal with the reduced color set when manipulating the images colors. In addition, to allow the user to de-select a pixel, I keep a copy of the image in a pixmap, and zap the appropriate pixel back upon de-select (i.e. when the user clicks again on a previously selected pixel).

Here's the problem: For several clicks, things work fine: The green points plop down just like I want. But then, after a *random* number of clicks (usually fewer than 15), the symbols get put down in a different, seemingly random colors. In addition, de-selecting them doesn't restore the pixel to it's original color, but leaves the diamond and changes both its color and the surrounding pixel's color. If, soon after the funny colors appear, I pull up my color map manipulation tool, the colorbar is heavily sprinkled (~2/3 of it!) with random stripes of different, unrelated colors. Switching to different colormaps (eg from red-linear to black-white linear) only affects a subset of the colorbar. The other (random) colors remain the same. They are also unaffected by stretching the colormap. It's as if somehow the colormap was invaded and forced always to have some random values in places. Very mysterious. Maybe IDL is losing some colors to the system (X). Any help which will relieve my extreme agitation would be most kind.

Thanks,

JD
