
Subject: Re: colors in IDL

Posted by [davidf](#) on Fri, 30 May 1997 07:00:00 GMT

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Frank writes:

- > is there anybody able to tell me how to overcome 256 colors in IDL.
- > There could be a simple solution but in fact I'm a new user. Sorry if
- > this is a boring questing.

I presume you are asking how to use IDL on a display capable of greater than 256 colors. This is difficult to do with IDL 4.0, although not impossible. There is an article or two on my web page explaining how to write programs (and specifically how to work with colors) so that they work on 8-bit and 24-bit displays equally well.

IDL 5.0 provides more help in this area, assuming you are going to be using object graphics exclusively. But as a new user I'm not sure object graphics is what you want to tackle right off the mark. :-)

Just a note about IDL color. I have been teaching various "color protection" schemes in an IDL class this week, and I notice that widget tracking events (which are required to let the widget program know that the user is within the bounds of the widget and that it should reload its color tables) are extremely unreliable in IDL 5.0 with a WindowsNT machine. If I move my cursor quickly into a widget I only get a tracking event about one time in three. Has anyone else noticed this problem?

David

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