Subject: More on color sharing
Posted by Daniel Lang on Mon, 09 Jun 1997 07:00:00 GMT

Hello (again).

Question:

Can I control the size IDL thinks the its color table is? (!D.N_COLORS variable)

Background:

About 2 weeks ago I posted a message about sharing colors in IDL. Going by the lack of response I guess nobody else has been silly enough to believe that it is possible.

I have since figured out a way of doing it, using X lib functions to allocate some read only colors. X lib has a concept of shared (read only) colors. If the same read only color is requested by more than one application, X will only use 1 color cell. (the color will not be freed until all the applications using it finish)

So my basic method is:
- start IDL
- Call a c function to allocate colors
- Create my own translation table using those colors
- Happily use those colors

This is all find and wonderful, until I would like to have a translation table which contains read only AND read write (Normal IDL colors).

If I run WINDOW, COLORS=16 (which normally would allocate 16 colors), it does precisely nothing, because it has decided that I am running a static color map (IDL's approximation of read only colors)

If I first allocate the 16 read write colors, and then allocate 4 read only colors - it will only work if I set the translation table for the read only colors to less than 15. (Which is pointless since it we loose some of the read-write colors)

I *think* the problem could be solved if I could change the system variable which says what the size of the color table is (!D.N_COLORS or !D.TABLE_SIZE). Does anybody have any ideas?

Daniel.