Subject: Ugly IDL 5 Graphics Object Colors
Posted by davidf on Fri, 27 Jun 1997 07:00:00 GMT

View Forum Message <> Reply to Message

Hi Folks,

I am teaching an IDL 5 object graphics class this week
and we have run into several oddities. We are using
Windows NT machines for the class. The most disconcerting
problem has been that my new object graphics programs,
which use only three colors (charcoal, green, and yellow),
look absolutely terrible on two of the four machines.

The charcoal background is a pukey green color. The green
is blue. The yellow is a sort of magenta.

The problem can be fixed by changing the display from 256
colors to thousands or millions of colors.

I am beginning to think the problem might be due to the
display adaptors on the machines. The two machines that
show the colors correctly are using Cardex and Neomagic
adaptors. The two machines with ugly colors both use
Matrox display adaptors. I am waiting to hear from
RSI about the problem, but the problem is apparently
not unknown to them.

Since these programs are available on my web page,
I just want to head off the rumors I have been hearing
about my perverse color sense. These colors are *not*
my fault! :-)

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting
Customizable IDL Programming Courses
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com
IDL 5 Reports: http://www.dfanning.com/documents/anomaly5.html