Subject: Re: IDL Color Blues
Posted by David Foster on Tue, 12 Aug 1997 07:00:00 GMT
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Alex Schuster wrote:
>
> Aviv Gladman wrote:
>
>> We used to have the colourmap swapping problem on our 24-bit Ultras, which
>> kind of surprised me as there is really no concept of colourmaps for a
>> 24-bit display. In DirectColor mode, IDL tries to grab all 16 million odd
>> colours into a private colourmap, resulting in the flashing. You can
>> probably solve you problem using the DEVICE, TRUECOLOR=24 . the DEVICE,
>> DECOMPOSED=0 or DEVICE, DECOMPOSED=1 commands can then be used to turn
>> on/off 8-bit colour mapping (in one mode, 24-bit colours are mapped to the
>> loaded 8-bit colour palette so TV and PLOTS use a 256 colour palette that
>> can be loaded via XLOADCT, in the other mode, 24-bit colours are as
>> expected, RGB settings, and images always seem to use an greyscale
>> palette in this mode). When swapping colourmaps in 8-bit emulation, you
>> have to redraw the window to get the colour change to have an effect
>> (since you aren't actually changing the colour palette, you're just
>> changing the RGB colour mappings).
>

You might try putting the following in your
/usr/openwin/lib/Xdefaults (or .Xdefaults) file:

Idl*colors: -10

This tells IDL to reserve 10 colors before grabbing color indices,
thereby sparing colors used by the system.

Dave
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