Subject: Re: IDL Color Blues
Posted by Alex Schuster on Tue, 12 Aug 1997 07:00:00 GMT
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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).

Aviv,

thanks for your answer. But the problem is not so much the swapping of
the
colormaps. It's that when I tell IDL to take 32 colors, it takes the
absolute
color cells 0-31. This is where some system colors are, eg. colors for
the
window manager, and the color of IDL's widgets. If I could tell IDL to
take,
say, the color cells 224-255, the swapping would affect only the
application
that uses those colr cells.
Sorry, I wasn't very clear there.

At the UltraSparc with 24-bit display the problem can be solved by
DEVICE,
PSEUDO=8. The results are similar as with DEVICE, TRUE_COLOR=24 and
DEVICE, DECOMPOSED=0, but the display deems to be faster.
However, we also have 8-bit SUNs, and there it no way to prevent the
swapping.

Alex