Subject: Re: IDL Color Blues
Posted by Aviv Gladman on Tue, 12 Aug 1997 07:00:00 GMT
View Forum Message <> Reply to Message

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 S. Gladman

On 11 Aug 1997, Alex Schuster wrote:

> [poem snipped, hey, we have to save bandwith, right?]
>
> Problem of the day: When there are too few free color cells for my IDL
> application, I use the COLORS keyword in the first WINDOW command to
> create my own color table with as many colors I want.
> Now, is there a way to tell IDL which colors to take, and to keep some
> of the lower color cells intact? That's where the system colors are, and
> the colors of IDL's widgets.
> It is very annoying when the display flashes when I enter and leave
> windows. And the other application that has all the colors (it's another
> IDL session, BTW) doesn't even have open windows at the time, so I would
> not notice any flashing.
>
> Sun UltraSparc, Solaris 2.5.
>
>   Alex, waiting for IDL 5.0.2
> --
>   Alex Schuster   Wonko@weird.cologne.de   PGP Key available
>   alex@pet.mpin-koeln.mpg.de
>
>