Subject: Re: 24 bit displays, private colormaps, and other things that keep my up

Posted by David Foster on Mon, 15 Sep 1997 07:00:00 GMT

Aviv Gladman wrote:
>   If I create a widget using:
>
> <snip>
>
> I get the wrong colormap, same as before, but if I put my mouse on the
> widget, I don't get back the correct colormap. Like I said, I don't
> mind the flashing, but does anyone know how to make sure that *all*
> IDL windows use the same colormap?

This sounds more like an fvwm/X issue than an IDL one. Do you have
something like:

```
Idl*background: #7300a100ff00
Idl*XmText.translations:       #override \n\
                   <Key>osfDelete:
delete-previous-character()\n
Idl*visual:                 PseudoColor
Idl*colors:                 -5
```

in your Xdefaults (or .Xdefaults) file? What output do you get when
you do HELP, /DEVICE? Also, you should include your OS and system info.

You can always use keyboard focus events to have your widgets restore
the appropriate color-table when the mouse enters. See the online
help for WIDGET_BASE() under keyword KBRD_FOCUS_EVENTS. Then put
something like this in your event handler procedure:

```
name = strmid(tag_names(event, /structure_name), 7, 1000)
case (name) of
   "KBRD_FOCUS": begin

      ; Entering program area so load colors

      if ( event.enter eq 1) then $
         tvlct, state.red, state.green, state.blue
      end
   "WIDGET_BUTTON": begin
      ...
endcase
```

Hope this helps.
Dave

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 David S. Foster   Univ. of California, San Diego
  Programmer/Analyst   Brain Image Analysis Laboratory
 foster@bial1.ucsd.edu Department of Psychiatry
  (619) 622-5892   8950 Via La Jolla Drive, Suite 2240
                 La Jolla, CA 92037
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