
Subject: 24 bit displays, private colormaps, and other things that keep my up
Posted by [Aviv Gladman](#) on Fri, 12 Sep 1997 07:00:00 GMT

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I don't mind the color flashing that results from a private colormap using IDL/X windows, my problem is this: Why don't widgets use the same colormap as the rest of IDL? In 8-bit pseudo-color mode (on my 24-bit fvwm-managed X display), I can display an image using:

```
window  
tvscf,image
```

and get the correct image colors only when I have the mouse on the image (fine, I can deal with that). If I create a widget using:

```
base=widget_base()  
draw=widget_draw(base)  
widget_control,base,/realize  
widget_control,draw,get_value=drawID  
wset,drawID  
tvscf,image
```

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?

Frustrated,

Aviv S. Gladman
