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

Posted by Aviv Gladman on Thu, 18 Sep 1997 07:00:00 GMT

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Well, I've received a number of suggestions from various sources, none of
which have been entirely useful (thanks for the suggestions, though!).
The IDL pseudo-color mode/widget colormap problem that I seem to have is
not fvwm dependent, which had been suggested by someone (I have the same
problem running olwm). True color mode is entirely unsatisfactory because
the redraw time on 3D image sets during thresholding procedures (where
the user varies the colormap in real-time to visually determine a threshold
level) is far too slow. My basic problem seems to stem from the fact that
IDL/Motif widgets use the shared colormap associated with the Motif/X root
window, rather than using the private colormap associated with the
pseudo-color IDL session. I can solve the problem by using a shared
colormap for the entire session (say, Idl*colors=-5), but this
considerably restricts the number of colors available to IDL. Does anyone
know how to force IDL widgets to use the IDL colormap rather than the
root window colormap?

I am using:

Sun Ultra 1, running fvwm or olwm, Solaris, IDL 5.0 (sunos/sparc), 24-bit
display, pseudo-color mode, private colormap (256 colors)

```
IDL> help, /device
Available graphics_devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X Z
Current graphics device: X
    Server: X11.0, Sun Microsystems, Inc., Release 3510
    Display Depth, Size: 8 bits, (1280,1024)
    Visual Class: PseudoColor (3)
    Bits Per RGB: 8
    Physical Color Map Entries (Used / Total): 256 / 256
    Colormap: Private, 256 colors.  Translation table: Enabled
    Graphics pixels: Combined,  Dither Method: Ordered
    Write Mask: 255 (decimal) ff (hex)
    Graphics Function: 3 (copy)
    Current Font: <default>
    Default Backing Store: Req from Server.
```

Thanks,

Aviv S. Gladman

On Thu, 18 Sep 1997, Christian Stoecklin wrote:

>

> Aviv Gladman wrote:
>> 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?
>
> The problem is that you are in pseudo-color mode with pivate
> colormaps. You have to change in you .Xdefault:
>
>
> idl.gr_visual: TrueColor
> idl.gr_depth: 24
> Idl*colors: -5
>
> in this case idl is running in true-color mode with
> shared colormaps. But if you change the colormap
> you have to plot your image again to update the
> colors.
>
> I hope this helps,
>
> Christian Stoecklin
>
> --
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