
Subject: ?Must run program twice for color to work?
Posted by [drphys](#) on Wed, 25 Aug 1999 07:00:00 GMT
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Hello,

I have recently upgraded to 24 bit color on my Dec Alpha. After consulting David Flemming's web page I was able to get the color to work better, but not entirely correctly. The problem being that the first run of a program which makes a color plot produces the wrong colors. After the initial run to completion any following runs of the same program work okay. However, the initial run must complete before I get the desired result, multiple plots do not get any better in the same run. I have had mixed results when the initial program is different from the second program. I am using IDL Version 5.0 (OSF alpha). Thank you for any help,
Shawn Young

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Subject: Re: ?Must run program twice for color to work?
Posted by [Liam Gumley](#) on Wed, 01 Sep 1999 07:00:00 GMT
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Ben Tupper wrote:

>
> Liam Gumley wrote:
>
>> It's hard to say exactly what the problem is without seeing any
>> code.
>> However the following two items are crucial:
>>
>> (1) At startup, before you issue any other commands, type
>> device, true=24, decomposed=0, retain=2
>> window, /free, /pixmap
>> wdelete, !d.window
>
> Can you explain why it is important to create then destroy a window?

On Unix systems, the IDL visual mode (e.g. PseudoColor vs. TrueColor) is not 'locked in' until you create a graphics window. I prefer to use the DEVICE, TRUE=24 command at IDL startup, so that I know TrueColor mode is locked in for the rest of the session (you can't change it once a graphics window has been opened). On 24-bit SGI consoles, if you don't use this command you risk getting into DirectColor mode, where all hope is lost.

The DECOMPOSED and RETAIN keywords can be reset anytime, but it's more convenient to set them at the beginning of the IDL session, rather than relying any assumed default IDL behavior. You should also be sure that any applications you write don't assume a particular value for these keywords. If your application requires DECOMPOSED=0, then make sure you set it explicitly.

Cheers,
Liam.

--

Liam E. Gumley
Space Science and Engineering Center, UW-Madison
<http://cimss.ssec.wisc.edu/~gumley>

Subject: Re: ?Must run program twice for color to work?
Posted by [Ben Tupper](#) on Wed, 01 Sep 1999 07:00:00 GMT
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```
<!doctype html public "-//w3c//dtd html 4.0 transitional//en">
<html>
```

Liam Gumley wrote:

```
<blockquote TYPE=CITE>It's hard to say exactly what the problem is without
seeing any code.
```

```
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<br>>window, /free, /pixmap
```

```
<br>wdelete, !d.window</blockquote>
```

```
<p><br>Can you explain why it is important to create then destroy a window?
```

```
<pre>--&nbsp;
```

Ben Tupper

Bigelow Laboratory for Ocean Science
tupper@seadas.bigelow.org

Pemaquid River Company
pemaquidriver@tidewater.net</pre>
 </html>
