
Subject: Re: FLASH - Colors Update
Posted by [davidf](#) on Mon, 20 Sep 1999 07:00:00 GMT
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Liam Gumley (Liam.Gumley@ssec.wisc.edu) writes:

> David Fanning wrote:
>> Liam, I have some more data coming in now (much of it
>> contradictory, as has always been my experience with
>> DirectColor visual classes), but here is one more
>> thing to try. Can you force IDL to get a private
>> color map. Something like this, I think:
>>
>> IDL> Device, Direct=24
>> IDL> Window, Colors=256
>> IDL> Device, Bypass=0
>>
>> I'm told the BYPASS keyword may not be required in
>> IDL 5.2, so you might try with and without.
>
> I still get the same behavior. I also tried
>
> window, colors=-32
>
> but the results were the same.

Yeah, the heck with it. I've never been successful
getting DirectColor to work right. I'm sticking with
my recommendation to use TrueColor and the right
color tools for automatic color updating. :-)

Thanks for trying.

Cheers,

David

--

David Fanning, Ph.D.
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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155

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

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Liam Gumley (Liam.Gumley@ssec.wisc.edu) writes:

> So while DirectColor mode does allow immediate graphics update when the
> color table is changed, it also exhibits a very annoying color-flashing
> behavior (at least on my system).

Liam, I have some more data coming in now (much of it
contradictory, as has always been my experience with
DirectColor visual classes), but here is one more
thing to try. Can you force IDL to get a private
color map. Something like this, I think:

IDL> Device, Direct=24
IDL> Window, Colors=256
IDL> Device, Bypass=0

I'm told the BYPASS keyword may not be required in IDL 5.2, so you might try with and without.

DirectColor has always been extremely problematic in my experience, but I guess it *can* work if we figure out how to get it set up correctly.

Cheers,

David

--

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David Fanning wrote:

- > Speaking of having your cake and eating it too,
- > I just learned what may be the secret for having
- > 24-bit color AND having the colors in your IDL
- > graphics windows automatically updated when you
- > change color tables.
- >
- > This will work ONLY for those machines (e.g., UNIX)
- > which support a DirectColor visual class. Set the
- > BYPASS keyword on the DEVICE command to 0, like this:
- >
- > DEVICE, DIRECT_COLOR=24, BYPASS=0
- >
- > I can't try this on my machines, but the person who
- > passed this tip along to me was pretty sure it would
- > work. Make sure you do this before you open any
- > graphics windows in your IDL session.

I have an SGI PowerIndigo2 with GR3-Elan 24-bit graphics running Irix 6.5 and IDL 5.2. Here's what happened when I started a new IDL command-line session without a startup file:

```
IDL> device, direct=24, bypass=0
```

```
IDL> window, /free
```

```
IDL> help, /device
```

```
Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X Z
```

```

Current graphics device: X
  Server: X11.0, Silicon Graphics, Release 6300
  Display Depth, Size: 24 bits, (1280,1024)
  Visual Class: DirectColor (5)
  Bits Per RGB: 8
  Physical Color Map Entries (Used / Total): 256 / 256
  Colormap: Private, 16777216 colors. Translation table: Bypassed
  Graphics pixels: Decomposed, Dither Method: Ordered
  Write Mask: 16777215 (decimal) ffffff (hex)
  Graphics Function: 3 (copy)
  Current Font: <default>, Current TrueType Font: <default>
  Default Backing Store: Req from Server.
  Window Status: -----
  id typ( x, y, backing store) id typ( x, y, backing
store)
  32: Win( 640, 512, Req from Server)
IDL> device, bypass=0
IDL> help, /device
Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X Z
Current graphics device: X
  Server: X11.0, Silicon Graphics, Release 6300
  Display Depth, Size: 24 bits, (1280,1024)
  Visual Class: DirectColor (5)
  Bits Per RGB: 8
  Physical Color Map Entries (Used / Total): 256 / 256
  Colormap: Private, 16777216 colors. Translation table: Enabled
  Graphics pixels: Decomposed, Dither Method: Ordered
  Write Mask: 16777215 (decimal) ffffff (hex)
  Graphics Function: 3 (copy)
  Current Font: <default>, Current TrueType Font: <default>
  Default Backing Store: Req from Server.
  Window Status: -----
  id typ( x, y, backing store) id typ( x, y, backing
store)
  32: Win( 640, 512, Req from Server)
IDL> loadct, 13
IDL> tvscl, dist(256)
IDL> loadct, 1

```

Note that DEVICE, BYPASS=0 only takes effect after a window has been created.

The graphics window exhibited the 'color-flashing' behavior I've always seen in DirectColor mode. That is, the color palette of the entire display 'flashed' to a different set of colors when the cursor entered the graphics window.

After the TVSCL command, with the cursor positioned outside the graphics

window, I saw a grey-scale image. When I moved the cursor into the graphics window, the colors inside the graphics window 'flashed' to the rainbow color table, and the rest of my desktop flashed to an unpleasant combination of green, red and blue colors. When I moved the cursor back to the IDL command line window and executed the second LOADCT command, the grey-scale image did not change. However when I moved the cursor back to the graphics window, the image 'flashed' to the blue/white color table. Unfortunately, so did the rest of my desktop.

So while DirectColor mode does allow immediate graphics update when the color table is changed, it also exhibits a very annoying color-flashing behavior (at least on my system).

Cheers,
Liam.

--

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