Subject: Re: object graphics colormap bug?
Posted by Udo Grabowski on Mon, 28 Feb 2000 08:00:00 GMT
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Hmm. We were really happy when that former bug vanished with Idl5.3, and we just thought that our color problems finally were solved. No, we definitely do not want to mix direct and object graphics (something for those of us indebted to SM, I think ...). If I could have a glimpse on the internal colormap code of idl, I may could find a workaround for it in the fvwm2 code, where I already implemented the patch RSI sent to me. Not that difficult it sounds like, and even easier than struggling with this dam..^@#7& broken color allocation scheme. Maybe it's worth for RSI to redesign that section of their sources completely....

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Subject: Re: object graphics colormap bug?
Posted by davidf on Mon, 28 Feb 2000 08:00:00 GMT

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Udo Grabowski (udo.grabowski@imk.fzk.de) writes:

- > We again discovered a possible bug related to colormap switching into
- > private mode. We are using IdI on Solaris 2.7 with fvwm2 window manager
- > on 8 bit clients. When using draw widgets with object graphics, the
- > colormap is not installed correctly when entering the window with the
- > mouse, but shortly flickers to correct colors and then switches back to
- > the previous colormap, which of course gives a distorted view. We reported
- > a similar bug for Idl 5.2 a couple of month before for ordinary draw widgets
- > also on CDE, that one disappeared when we upgraded to Idl 5.3. Now, on CDE
- > the switching is done correctly, and also on fvwm2 for direct graphics after
- > a patch from RSI was implemented. But that patch seemingly does not work for
- > object graphics. Can anyone tell the internal differences for both types
- > of graphic colormap switching approaches?

I don't have the first idea about whether this is a "bug" or not. I would certainly run it by RSI. But I will hazard an opinion that the chances of running object graphics correctly on a 8-bit display are not good. Certainly I would say nearly impossible if you are trying to combine direct graphics and object graphics in the same program or session.

The two systems are just completely different. And

they use the color table in completely different ways. Unless you are *very* careful to protect window colors (for example, by always loading the correct color table before drawing a graphic), there is no hope. And even then, you will inevitably have color flashing problems.

Unless you have an extremely compelling reason to be using object graphics on an 8-bit display, I would be thinking about another solution.

Cheers,

David

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