Subject: ION and color mapping bug?
Posted by Udo Grabowski on Mon, 28 Feb 2000 08:00:00 GMT
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Hello again!

A similar problem to the one reported shortly before ('object graphics colormap bug?') arises in our ION 1.2/Java1.2 code when using the IONgr2Canvas interface together with the addIONGR2drawable idl interface (the Canvas turns out to be a IDLgrbuffer on the Idl side). RGB colors can be retrieved with the NEAREST_COLOR function of IDLgrPalette with a predefined colormap, and the indices are correct when comparing with the appearance in xpalette. But on the screen (8 bit) some of the colors appear completely wrong (eg., Blue->yellow). It seems that ION does not know about switching colormaps to private mode (we never saw that for any ION program), but instead tries to map the full colortable to the shared one available with minimum color distortion.

This mapping code seems to fail for the object graphics colors. We also recognize that the white background is covered with patches of grey dithering artefacts. Seems that this mapping is done by a lousy dithering code. When specifying colors and printing, everything looks perfect. When using direct graphics with the ION(j)grDrawable interface, colors are also fine. Does anyone has experiences with that? Is there any cure apart from getting a fix from RSI?

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