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Subject: object graphics colormap bug ?

Posted by [Udo Grabowski](#) on Mon, 28 Feb 2000 08:00:00 GMT

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Hello !

We again discovered a possible bug related to colormap switching into private mode. We are using Idl 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 ?

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