
Subject: color resources problem

Posted by [Udo Grabowski](#) on Fri, 25 Feb 2000 08:00:00 GMT

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Hello !

After struggling a while with X on an 8bit monitor and it's colormap on 5.3, we decided to write our programs the elegant way as described in the IDL manual:

"If you wish to specify unique colors for your widgets, it is generally a good idea to use a color name ("red" or "lightblue", for example) rather than specifying an exact color match with a color string (such as "#b1b122222020"). If IDL is not able to allocate an exact color, the entire operation may fail. Specifying a named color implies "closest color match," an operation that RARELY FAILS."

We did it, and we found out that this technique almost ALWAYS FAILS ! The most remarkable oddity is that we can specify "#0000FF" exactly and get blue, but specifying "blue" fails for whatever reason, though this color is exactly defined as "0 0 255 blue" in the X rgb.txt file ! We tried a couple of more or less exotic colors, but most of them fail with a 'Warning: Cannot allocate colormap entry for "xxx". !d.n_colors is around 160, and we even loaded a couple of color tables, but nothing helps. Of course we did a 'device, decomposed=0', and we are shure that we also set up correctly the resources with xrdb and triple checked the code.

Is there anything we miss ? Some secret passage somewhere hidden in the manuals ? Or is this just another bug ?

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