Subject: Color Questions
Posted by davidf on Thu, 13 Apr 2000 07:00:00 GMT
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Hi Folks,

Is it my imagination, or has there not been a color
question for which "Device, Decomposed=0" is the answer
for months now? You don't suppose the word has finally
gotten out, do you? Wow.

I'm working on my web page today. I think I'm going
to change the question of the Week/Month/Year to
"How can I access main-level variables from within
my program?".

Cheers,

David
--
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Subject: Re: color question
Posted by davidf on Tue, 25 Apr 2000 07:00:00 GMT
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R.Bauer (R.Bauer@fz-juelich.de) writes:

> sometimes the widget changes the graphics device to 0.
> It was pure accident that's I found this.
>
> I don't find DEVICE,SET_GRAPHICS_FUNCTION=0 in the widget code.
>
> Which other reasons or programs are known to change the graphics
> function.

I've never known any program that changes the graphics function
and then leaves it there. At least none that are supplied in
the IDL distribution. :-)

I would be looking in one of the other user-written routines
used by this widget program if you can't find it in the
widget program code itself. This just reeks of programmer

error. :-)

Cheers,

David

--
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Subject: Re: color question
Posted by R.Bauer on Tue, 25 Apr 2000 07:00:00 GMT
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David Fanning wrote:
>
> R.Bauer (R.Bauer@fz-juelich.de) writes:
>
>> I have true_color mode and I have already set device,decomposed=0.
>>
>> If I start a widget sometimes the color table is destroyed and I have to
>> start a new idl session to get my colors back.
>>
>> Any ideas are welcome.
>
> Start a new IDL session!? I can't imagine anything
> coming to that, *especially* on a 24-bit display.
> Did you try re-loading your color table? That should
> fix things, I soul think.
>
> There are all kinds of ways color tables can be trashed.
> For example, some other program can load one. :-)
>
> Normally in widget programs we have to protect our
> program's colors. This is usually done by setting up the
> colors just the way you want them in the widget definition
> module. Then getting the color vectors and storing them
> in your info structure. Finally, you load the color vectors
> at the same time you do a WSET to make sure you are drawing
> into the correct window. (You ARE doing a WSET, aren't you?
> You better be!) The code looks something like this:
>
>   WSet, info.windowIndexNo
>   TVLCT, info.r, info.g, info.b, info.start

>   ... graphics commands here....
>
> The other way you can protect colors is to write and
> display colors in a DEVICE DECOMPOSED-INDEPENDENT fashion.
> See my GetColor and TVImage programs, for example.
>
> Cheers,
>
> David
>

Thanks David,

sometimes the widget changes the graphics device to 0.
It was pure accident that's I found this.

I don't find DEVICE,SET_GRAPHICS_FUNCTION=0 in the widget code.

Which other reasons or programs are known to change the graphics
function.

Reimar