
Subject: HELP - Changing color map in Mac IDL
Posted by [Mark Elliott](#) on Tue, 23 May 2000 07:00:00 GMT
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I am running IDL 5.3 on a G4 Mac. I'm using 8-bit pseudo-color. When I change the LUT (like with loadct) the images in the graphics windows do not change their appearance unless I redraw them. This makes routines like xloadct practically useless for optimizing the color map levels.

Is there a preference of some sort that will fix this?

Thanks.

Mark.

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