
Subject: Re: unexpected colors

Posted by [Ben Tupper](#) on Mon, 22 May 2000 07:00:00 GMT

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David Fanning wrote:

```
>
> Here is your trouble, right here:
>
>> IDL> help,/device
>> Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X Z
>> Current graphics device: X
>>   Server: X11.0, Sun Microsystems, Inc., Release 3610
>>   Display Depth, Size: 8 bits, (1152,900)
>>   Visual Class: PseudoColor (3)
>
>> Any suggestions?
>
> Get a 24-bit display device. No, seriously. :-)
>
> It is impossible to avoid this kind of color problem
> when you combine direct and object graphics on an 8-bit
> display. The reason is that there is only one color table
> and direct and object graphics use it in two completely
> different (and incompatible) ways. As soon as you get
> things set up for your direct graphics window, the object
> graphics window loads its own color table, and the colors
> go bonkers. And since the object graphics window knows how
> to protect its own colors (better believe it!), it always
> changes the color table when it redraws itself, and visa
> versa.
>
```

Dang! Well, it's not the end of the world. I can always change the second direct graphics drawing to object graphics.

I tried the code at home tonight on a 24 bit display. Sure enough, I'm back to a dull but expected gray scale.

I didn't realize that the object graphics used the color lookup table when on an 8 bit display system...

I had assumed that when I told the graphic axis object to be color [255,0,0] that meant just that.

Of course, I hadn't really thought of it at all, which is why my code is generally erorr fre.

Thanks for the info.

```
>
> I'm afraid it's back to the design table for you, Ben, my boy.
```

- > Either that, or get the folks to cough up some cash for
- > a new graphics card. Sell them on the numerous advantages.
- > And point out that it's almost the end of the 20th century. :-)
- >
- >

Better the design table than the dog house!

Ben

--

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Subject: Re: unexpected colors
Posted by [davidf](#) on Mon, 22 May 2000 07:00:00 GMT
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Ben Tupper (tupper@seadas.bigelow.org) writes:

- > I'd like to say that my code has only had 1 error in the last three
- > versions, but I don't want any of you to get a hernia from giggling.
- > Wow!

Hurray!

- > I have a widget application with two separate draw widgets. The first
- > has GRAPHICS_LEVEL =2 (object graphics), the second has
- > GRAPHICS_LEVEL not set to anything (direct graphics.) I am using
- > Liam's IMDISP , but I have also used David's TVIMAGE and plain old
- > vanilla TV. Here's the trouble, I'm getting a beautiful image
- > displayed in lovely colors... but it is supposed to be greyscale. Even
- > if I call LoadCT,0 just prior to displaying the image, I get a colored
- > image instead.
- >

> I have narrowed down the occurrence, but not the reason or the solution.

Here is your trouble, right here:

```
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>   Visual Class: PseudoColor (3)

> Any suggestions?
```

Get a 24-bit display device. No, seriously. :-)

It is impossible to avoid this kind of color problem when you combine direct and object graphics on an 8-bit display. The reason is that there is only one color table and direct and object graphics use it in two completely different (and incompatible) ways. As soon as you get things set up for your direct graphics window, the object graphics window loads its own color table, and the colors go bonkers. And since the object graphics window knows how to protect its own colors (better believe it!), it always changes the color table when it redraws itself, and visa versa.

I'm afraid it's back to the design table for you, Ben, my boy. Either that, or get the folks to cough up some cash for a new graphics card. Sell them on the numerous advantages. And point out that it's almost the end of the 20th century. :-)

Cheers,

David

--

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Subject: Re: unexpected colors

Posted by [promashkin](#) on Tue, 23 May 2000 07:00:00 GMT

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David Fanning wrote:

- > I'm afraid it's back to the design table for you, Ben, my boy.
- > Either that, or get the folks to cough up some cash for
- > a new graphics card. Sell them on the numerous advantages.
- > And point out that it's almost the end of the 20th century. :-)

Gee, I'll say. I just got email from Egghead.com, they have ATI video card with 64 Mb or SDRAM on it, dual 200 MHz dedicated processors. Not to mention Nvidia GeForce 2 that has a 333 MHz bus clock and draws 1.6 billion pixels and 25 million triangles per second with its 3D processing unit. Surely, they both come with OpenGL, DirectX 7 and Glide, so your gaming experience is just as pleasing as the IDL one :-)

Cheers,
Pavel
