
Subject: Draw widget updates and mouse movement

Posted by [nilsj](#) on Wed, 21 Jun 2000 07:00:00 GMT

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A program I wrote creates a WIDGET_DRAW, does a LOAD_CT, then displays an image using TV. However, the new color table does not take effect until the mouse pointer moves over the draw widget. How can I force this color table to take effect immediately?

Subject: Re: Draw widget updates and mouse movement

Posted by [Liam E. Gumley](#) on Thu, 22 Jun 2000 07:00:00 GMT

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Jared Crossley wrote:

> I have a similar problem. When I display an image and load a color
> table the colors do not appear until I move my mouse pointer over the
> image window. However, when my pointer is over the image window,
> everything on my screen changes color.
>
> I am using 24 bit color. If I try to switch to 8 bit via
>
> device, pseudo=8
>
> when I try to display an image I get an error message:
>
> % Unsupported X Windows visual (class: PseudoColor, depth: 8).
> Substituting default (class: TrueColor, Depth: 24).
>
> I would prefer to use 24 bit anyway. My question is: Why does
> everything on my screen change colors when my mouse moves over the
> display window, and is there a way to fix this problem?
>
> I am running IDL 5.3 (linux x86).

Your X server does not support 8-bit visuals when the desktop is set to 24-bits per pixel (this is quite common in the Linux world). If your desktop is set to 16 bits per pixel, then IDL may act unreliably because IDL does not support 16-bit UNIX displays. I believe 16-bit displays are only handled properly on Windows and MacOS platforms.

If your desktop is set to 16 bits per pixel, try setting it to 8 or 24 bits per pixel.

Did you try using the IDL startup file I posted with 'true_color=24' instead of 'pseudo_color=8'?

Cheers,

Liam.
<http://cimss.ssec.wisc.edu/~gumley>

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Posted by [Jared Crossley](#) on Thu, 22 Jun 2000 07:00:00 GMT
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Thanks, Jared
