
Subject: Color tables in idl5.5

Posted by [Alan Barnett](#) on Fri, 30 Nov 2001 03:08:22 GMT

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I am unable to display pseudo-color images correctly running idl 5.5.

I run the following code:

```
device,decomposed=0,pseudo=8
```

```
red=bytarr(256)
green=bytarr(256)
blue=bytarr(256)
```

```
up1=bindgen(101)*2.55
```

```
red(0)=up1
green(0)=up1
blue(0)=up1
```

```
up2=bindgen(34)*7.73
up3=up2(1:32)
down2=rotate(up2,2)
```

```
coffset1=128
red(coffset1)=[0,replicate(0,34),up3,replicate(255,34)]
green(coffset1)=[0,up2,replicate(255,32),down2]
blue(coffset1)=[0,down2,replicate(0,66)]
```

```
coffset2=101
red(coffset2)= [255,255, 0, 50,64,84,255]
green(coffset2)=[0, 255,255, 50,64,84,255]
blue(coffset2)= [0, 0, 0,255,64,84,255]
```

```
tv!ct,red,green,blue
```

```
tmp=indgen(256)#replicate(1,256)
```

```
tv,tmp
```

I run idl on a LINUX box that supports 24 bit color. The image should consist of vertical bands of color, greys from black to white on the left, blue, green, yellow and red on the right with several narrow bands of various colors and a broad band of black in between. The colors are correct when run under idl 5.3, although I do get the error message

% Unsupported X Windows visual (class: PseudoColor, depth: 8).

Substituting default (class: TrueColor, Depth: 24).

When I run the code on the same hardware running idl 5.5, I get the same error message, but the colors are incorrect; the grey area is yellow, the blue to red region is red, yellow, and green, and the narrow bands are also incorrect.

The code is embedded in a large program, so I don't want to rewrite it using 24 bit color.

Any ideas for a quick fix?

Thanks in advance.

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