
Subject: ARG! Direct Color problem IDL 5.5/Linux (decomposed doesn't help)

Posted by [Robert Stockwell](#) on Wed, 06 Feb 2002 21:51:34 GMT

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Greetings all,
its been hours since a post about colors, so I
figured I volunteer a post.

I have IDL 5.5 on Redhat Linux 7.2 running KDE
in 24bit color mode.

I cannot get proper colors to show up on screen
(they are fine in postscript files though).

I have tried the conventional wisdom, ensuring I
am in 24 bit mode, setting the decomposed keyword, etc.
But nothing works. I have gone through every keyword
that device will take (true_color=24, direct_color=24,
translation, etc), and toggled all the relevant
sounding ones to no avail (it seems to be in Direct
Color mode no matter what I do, note below where I
set true_color = 24, but it is still in direct color).

Here is sample code, where I get a yellow rectangle over
the whole plot window, and the surface is blue.

Anyone have any ideas of what is going on here?

Cheers,
bob stockwell

```
; START CODE
DEVICE, true_color=24,decomposed=0
```

```
device,get_decomposed = getdecomp,get_graphics_function = getgrapfunc
device,get_visual_name = visname,get_visual_depth = visdepth
device,get_write_mask=writemask
device,translation = trans
```

```
print,' Decomposed = ',getdecomp
print,' graphics function = ',getgrapfunc
print,' get_visual_name = ',visname
print,' get_visual_depth = ',visdepth
print,' translation= ',trans
print,' writemask= ',writemask
```

```
window,0
```

```
image = dist(100)
loadct,13

shade_surf,image,shade=bytscl(image)
```

```
end
```

```
*****
```

Result of running code:

```
Decomposed =      0
graphics function =      3
get_visual_name = DirectColor
get_visual_depth =      24
(and a freakin blue surface plot in a yello rectangle).
```

```
*****
```

Here some system info:

** Structure !DEVICE, 17 tags, length=84, data length=84:

NAME	STRING	'X'
X_SIZE	LONG	640
Y_SIZE	LONG	512
X_VSIZE	LONG	640
Y_VSIZE	LONG	512
X_CH_SIZE	LONG	6
Y_CH_SIZE	LONG	10
X_PX_CM	FLOAT	40.0000
Y_PX_CM	FLOAT	40.0000
N_COLORS	LONG	16777216
TABLE_SIZE	LONG	256
FILL_DIST	LONG	1
WINDOW	LONG	0
UNIT	LONG	0
FLAGS	LONG	328124
ORIGIN	LONG	Array[2]
ZOOM	LONG	Array[2]

```
> xpdynfo
name of display:  :0.0
version number:  11.0
vendor string:   The XFree86 Project, Inc
vendor release number:  40100000
XFree86 version: 4.1.0
maximum request size: 4194300 bytes
motion buffer size: 256
```

bitmap unit, bit order, padding: 32, LSBFirst, 32

image byte order: LSBFirst

number of supported pixmap formats: 7

supported pixmap formats:

depth 1, bits_per_pixel 1, scanline_pad 32

depth 4, bits_per_pixel 8, scanline_pad 32

depth 8, bits_per_pixel 8, scanline_pad 32

depth 15, bits_per_pixel 16, scanline_pad 32

depth 16, bits_per_pixel 16, scanline_pad 32

depth 24, bits_per_pixel 32, scanline_pad 32

depth 32, bits_per_pixel 32, scanline_pad 32

keycode range: minimum 8, maximum 255

focus: window 0x4c0000d, revert to PointerRoot

number of extensions: 29

BIG-REQUESTS

DOUBLE-BUFFER

DPMS

Extended-Visual-Information

FontCache

GLX

LBX

MIT-SCREEN-SAVER

MIT-SHM

MIT-SUNDRY-NONSTANDARD

RECORD

RENDER

SECURITY

SGI-GLX

SHAPE

SYNC

TOG-CUP

X3D-PEX

XC-APPGROUP

XC-MISC

XFree86-Bigfont

XFree86-DGA

XFree86-Misc

XFree86-VidModeExtension

XIE

XInputExtension

XKEYBOARD

XTEST

XVideo

default screen number: 0

number of screens: 1

screen #0:

dimensions: 1600x1200 pixels (402x302 millimeters)

resolution: 101x101 dots per inch
depths (7): 24, 1, 4, 8, 15, 16, 32
root window id: 0x31
depth of root window: 24 planes
number of colormaps: minimum 1, maximum 1
default colormap: 0x20
default number of colormap cells: 256
preallocated pixels: black 0, white 16777215
options: backing-store NO, save-unders NO
largest cursor: 32x32
current input event mask: 0xf84033
KeyPressMask KeyReleaseMask EnterWindowMask
LeaveWindowMask KeymapStateMask SubstructureNotifyMask
SubstructureRedirectMask FocusChangeMask PropertyChangeMask
ColormapChangeMask
number of visuals: 4
default visual id: 0x23
visual:
 visual id: 0x23
 class: TrueColor
 depth: 24 planes
 available colormap entries: 256 per subfield
