
Subject: Re: Colour table, multiple sessions
Posted by [R.Bauer](#) on Thu, 21 Mar 2002 12:28:14 GMT
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trouble wrote:

>
> Yo,
>
> When I open 2 IDL sessions on the same workstation and open a window,
> the colours in the the 2nd window are screwed and the screen flicks
> into "reverse video"(?) [ie. black->white, white->black] when passing
> the mouse over it. Is there a remedy? I played with DEVICE for a while
> but after multiple crashes, concluded that didn't know what I was
> doing... (oh really?)
>
> I was wondering if anyone has a quick fix, something to put in
> IDL_STARTUP maybe?
>
> Currently on Unix Tru64, IDL 5.4.
>
> Ciao.

Dear trouble

How is your graphics card configured?
Normally this behaviour is given with 8 bit color mode.

Reimar
--
Reimar Bauer

Institut fuer Stratosphaerische Chemie (ICG-I)
Forschungszentrum Juelich
email: R.Bauer@fz-juelich.de

a IDL library at Forschungszentrum Juelich
http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_lib_intro.h_tml

=====

Subject: Re: Colour table, multiple sessions
Posted by [Craig Markwardt](#) on Thu, 21 Mar 2002 13:25:30 GMT
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Greetings--

As Reimar points out, you probably have an 8-bit (pseudo-color) display. If that is true, then you are running into a basic limitation of your display rather than IDL. For example, Netscape, xv (if you are doing Unix), will be starved for colors too, after one instance of IDL is started.

One saving possibility is for each IDL session to reserve a fraction of the available colors. Usually, you would do this in a call to WINDOW with the COLORS keyword. For example, WINDOW, COLORS=100. The first time around that should leave about another 100 colors available for the second invocation of IDL, or any other color-hungry application.

To get around this further you will need a new graphics mode for your screen (could be as simple as selecting it). 24-bit is the best supported by IDL.

Craig

the_cacc@hotmail.com (trouble) writes:

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> Ciao.

--

Craig B. Markwardt, Ph.D. EMAIL: craigmnet@cow.physics.wisc.edu
Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response

Subject: Re: Colour table, multiple sessions

Posted by [David Fanning](#) on Thu, 21 Mar 2002 14:14:56 GMT

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Craig Markwardt (craigmnet@cow.physics.wisc.edu) writes:

- > As Reimar points out, you probably have an 8-bit (pseudo-color)
- > display. If that is true, then you are running into a basic
- > limitation of your display rather than IDL. For example, Netscape, xv
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- > of the available colors. Usually, you would do this in a call to
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- > first time around that should leave about another 100 colors available
- > for the second invocation of IDL, or any other color-hungry
- > application.
- >
- > To get around this further you will need a new graphics mode for your
- > screen (could be as simple as selecting it). 24-bit is the best
- > supported by IDL.

There used to be undocumented Get_X_ID and Set_X_ID keywords for the DEVICE and WINDOW commands that would allow you to export and share X window drawables (and their associated colortables) with other programs. This was one way to circumvent the limitations of an 8-bit graphics card. I see that by IDL 5.4 these keywords have been removed. Probably because they don't seem necessary in a 24-bit world.

Cheers,

David

--

David W. Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438, E-mail: david@dfanning.com

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Colour table, multiple sessions

Posted by [Randall Skelton](#) on Thu, 21 Mar 2002 14:37:18 GMT

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This is probably because the first instance of an IDL direct graphics window is using all of the colors on your 8-bit graphics head. A similar

problem will occur if you run netscape and IDL simultaneously on such a machine.

In brief, the Xwindow colormap associated with a window is used to display the contents of the window; each pixel value indexes the colormap to produce an RGB value that is scaled by the X server to match the display hardware and these scaled values drive the guns of a monitor. Depending on hardware limitations, one or more colormaps can be installed at one time so that windows associated with those maps display with true colors. Your hardware will only allow one colormap to be displayed, so either upgrade your video card or live with the limitation.

On Thu, 21 Mar 2002, Reimar Bauer wrote:

```
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>
> Reimar
> --
> Reimar Bauer
>
> Institut fuer Stratosphaerische Chemie (ICG-I)
> Forschungszentrum Juelich
> email: R.Bauer@fz-juelich.de
> -----
```

> a IDL library at ForschungsZentrum Juelich
> http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_lib_intro.html
> =====
>

Subject: Re: Colour table, multiple sessions
Posted by [Craig Markwardt](#) on Thu, 21 Mar 2002 16:53:06 GMT
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David Fanning <david@dfanning.com> writes:

>
> ... I see
> that by IDL 5.4 these keywords have been removed. Probably
> because they don't seem necessary in a 24-bit world.

Sigh, there are some things about 8-bit and pseudo color that are actually *nice*, like the ability to interactively futz the stretch in real-time and blink between different tables. Oh well, I have 24-bit now too.

Craig

--

Craig B. Markwardt, Ph.D. EMAIL: craigmnet@cow.physics.wisc.edu
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