Subject: Re: Strange background colour in Object graphics
Posted by David Fanning on Tue, 09 Apr 2002 03:42:54 GMT

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Reno Choi (K.Y.Choi@soton.ac.uk) writes:

> Thanks for your help for my questions the other day about widget
> project. I managed to divide seperate widget draws in a single window
> and it's even resizeable!
>
> Another question is now araised. I put both direct and object draws in
> my program (in seperate widget draws, of course). I tried to match
> background colours for those draws, but only my object draws shows
> rather different background colours, though I used the same colour
> numbers, e.g. backColour=[236,233,216] which is gray used in ordinary
> window systems. The colour was set in IDLgrView as follows,
>
> backColour=[236,233,216]
> oView = OBJ_NEW('IDLgrView', PROJECTION=2, COLOR=backColour)
>
> Background in all direct plots are identical to the one in the Window,
> but object draw has a bit brighter colour (I'd say its rather white!).
>
> Anyone can explain why it happens and how to correct?

I tried this on my Windows machine (24-bit color) and
the colors in the two windows were identical. There isn't
a chance, is there, that you are running this program on
an 8-bit display?

Cheers,

David

--
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Strange background colour in Object graphics
Posted by Rick Towler on Tue, 09 Apr 2002 04:05:40 GMT

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I probably would have just chocked it up to differences in the graphics
subsystem but since David doesn't see this behavior that can't be it. Not

like it would have been a *good* answer ;)

Is it possible that your graphics adapter has separate gamma or color correct settings for openGL? Try it with the OG renderer set to software and see what happens. If the problem goes away, start looking for color correction and/or gamma controls.

-Rick

"Reno Choi" <K.Y.Choi@soton.ac.uk> wrote in message
news:f710aa82.0204081830.7ce3360a@posting.google.com...
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>
> Reno