

Hello,

I'm having problems with an application I developed on a windows system and am now trying to make work via an x-window terminal. I make use of texture mapping to display an image with a polygon. On windows, the image displays appropriately. On an x-terminal, the polygon is filled with flat gray.

The problem appears to be the palette object I have added to the image object. If I remove the palette object from the image, the subsequent texture mapping works and the image is displayed. However, I've lost to ability to control the color of the image. Sure, it's modulated by the color value of the parent polygon, but I get a couple hundred shades of the same color. I want the image shades to be mapped to colors via the color table.

Works on a 'Win' device:

- 1) palette belongs to image object
- 2) image object serves as texture map
- 3) color mapping: `palette(polygoncolor * imagecolor)` (DESIRED)

On 'X' device

- 1) Must remove palette from image
- 2) Can add palette to polygon along with image texture
- 3) color mapping: `palette(polygoncolor * imagecolor)` (UNDESIRED)

I feel this has something to do with color mapping differences between a windows device and an x windows device. I've checked that my destination object is using the RGB model - so it doesn't seem to be an RGB vs Index issue. I've tried with and without color table bypassing on the X device with no observable effect on the results.

Here's the help, /dev info:

On windows: help, /dev

Current graphics device: WIN

Screen Resolution: 1280x800

Simultaneously displayable colors: 16777216

Number of allowed color values: 16777216

System colors reserved by Windows: 0

IDL Color Table Entries: 256

NOTE: this is a TrueColor device

Using Decomposed color

Graphics Function: 3 (copy)

Current Font: System, Current TrueType Font: <default>
Default Backing Store: None.

On the X: help, /dev

Current graphics device: X

Server: X11.0, The Cygwin/X Project, Release 60801000

Display Depth, Size: 24 bits, (2880,1200)

Visual Class: TrueColor (4)

Bits Per RGB: 8 (8/8/8)

Physical Color Map Entries (Emulated / Actual): 256 / 256

Colormap: Shared, 16777216 colors. Translation table: Bypassed

Graphics pixels: Decomposed, Dither Method: Ordered

Write Mask: 16777215 (decimal) ffffff (hex)

Graphics Function: 3 (copy)

Current Font: <default>, Current TrueType Font: <default>

Default Backing Store: Req from Server.

What color, index, whatever keyword am I missing somewhere?

Thanks,
John.
