
Subject: IDLgrPalette woes

Posted by [Michael Wallace](#) on Tue, 28 Mar 2006 22:28:38 GMT

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Hi Everyone,

What happens when you leave IDL programming for a few months and then try to jump back into it? Well, the results aren't pretty. Hopefully some of you will have the mental oil needed to make these IDL gears turn again.

I simply want to display an image in living color using Object Graphics.

However, when I change the palette associated with the image, my image goes all white. If I leave the palette alone (or load color table 0) I will see the standard gray-scale colors. The following code demonstrates:

```
; Set up objects
window = obj_new('IDLgrWindow', DIMENSIONS = [100, 100])
view   = obj_new('IDLgrView', VIEWPLANE_RECT = [0, 0, 100, 100])
model  = obj_new('IDLgrModel')
image  = obj_new('IDLgrImage', bytscl(dist(100)))
palette = obj_new('IDLgrPalette')
```

```
view -> add, model
model -> add, image
image -> setProperty, PALETTE = palette
```

```
; Load color table and display
palette -> LoadCT, 0
window -> draw, view
```

```
; At this point, the pattern looks as it should.
```

```
; Load a nice colorful table and display
palette -> LoadCT, 39
window -> draw, view
```

```
; Ack!! The entire plot is white. Where's the image?!
```

Further investigation has shown that I get this "whiteout" ANY time I set the color table to a value other than 0. I also get this same effect if I set any of red_values, green_values or blue_values of the IDLgrPalette explicitly. I just want to add a little color to my plots, but I can't for the life of me figure this one out.

-Mike

Subject: Re: IDLgrPalette woes

Posted by [Michael Wallace](#) on Wed, 29 Mar 2006 17:08:15 GMT

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Just a follow up to my earlier message. I don't know if anyone at RSI is interested in such things, but here it is just in case. I have several workarounds and I don't use IDLgrWindow that often, so it's really no big deal for me.

I don't know when the problem started because I don't use IDLgrWindow that often. Most of my IDL code processes things off-line so there's no need to display an image to the user. Anyway, the only time the "white out" occurs is if I use hardware rendering in an IDLgrWindow. Software rendering is fine. I have had no problems using an IDLgrBuffer and then either displaying the image in direct graphics or saving it to a file.

I'm using Fedora Core 4 and have an "old" ATI Radeon Mobility 7500 graphics card. This card is one which ATI no longer supports and the only Linux drivers available come via the DRI project. I'm currently running Fedora Core 4 with X.org 6.8.2 and using IDL 6.2. I don't know if there was an update to X.org or to the DRI driver that would have caused this, but that's the only thing I can figure. ATI stopped supporting the Radeon 7500 a while back, so I know that I must have been using the DRI driver for some time, but this is the first time I can remember seeing such a problem.

Anyway, there's the scoop for what it's worth. Now, I'll go back to making my pretty plots. :-)

-Mike
