
Subject: Re: Colors and Virtual Machine

Posted by [David Fanning](#) on Sun, 02 Jul 2006 12:33:46 GMT

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Phillip Bitzer writes:

- > OK, IDL gurus, here's another question for you.
- >
- > I have created (with help from this news group and a couple of David
- > Fanning's procedures) a GUI for a program that maps out data on map
- > projection. It works great if I run it from IDL; nice color pic and the
- > such.
- >
- > Problem I encounter is when I save it with IDL's save procedure, and
- > run the program in IDL VM. I get a black and white pic. That is, until
- > I mouse over a widget_draw widget. Then I get colors all over the
- > place; the correct colors are in the draw widget, but I also get a
- > skewing of colors elsewhere on the monitor.
- >
- > I'm sure I didn't include quite enough info, but I'm hoping this is a
- > (somewhat) common problem that somebody has encountered before with
- > some fix that I've overlooked.
- >
- > Any ideas?

I'm on a stolen Internet connection, so I have to be brief,
but I would try inserting a:

```
Device, True_Color=24
```

command as the very FIRST command in your program. I suspect
the virtual machine is getting a DirectColor visual, which
is NOT what you want! :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Subject: Re: Colors and Virtual Machine

Posted by [Phillip Bitzer](#) on Mon, 03 Jul 2006 18:12:53 GMT

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Tried setting the True Color keyword, but no luck. Indeed, I am getting a DirectColor visual, but I can't seem to tell my program to get the TrueColor. By the way, the reason this happens in VM but not IDL is I've set the TrueColor keyword in my startup file. Anyway, here's the code (at least the beginning):

```
;@satview_GUI_TLB_events
;@satView
pro satview_GUI
;provides GUI wrapper for satView program
device, true_color=24
device, get_visual_name=state
print, state
...
```

I'd like to be able to compile those two files in the header as well, but I've commented them out until I get this to work. The result of "print, state" is DirectColor.

Any ideas on what I'm doing wrong?

Subject: Re: Colors and Virtual Machine

Posted by [Karl Schultz](#) on Mon, 03 Jul 2006 21:58:26 GMT

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On Mon, 03 Jul 2006 11:12:53 -0700, Phillip Bitzer wrote:

> Tried setting the True Color keyword, but no luck. Indeed, I am getting
> a DirectColor visual, but I can't seem to tell my program to get the
> TrueColor. By the way, the reason this happens in VM but not IDL is
> I've set the TrueColor keyword in my startup file. Anyway, here's the
> code (at least the beginning):
>
> ;@satview_GUI_TLB_events
> ;@satView
> pro satview_GUI
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> device, true_color=24
> device, get_visual_name=state
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> ...
>
> I'd like to be able to compile those two files in the header as well,
> but I've commented them out until I get this to work. The result of
> "print, state" is DirectColor.
>
> Any ideas on what I'm doing wrong?

Philip,

What version of IDL are you using? IDL 6.2 contained a change where IDL would start picking the TrueColor Visual over DirectColor by default.

There were also a lot of changes made to the way splash screens work in releases prior to 6.2 that may address this. But I can't be more specific without knowing what release is involved.

Keep in mind that once a Visual is used to draw something or talk to the X server, that Visual must be used for the rest of the session and cannot be changed. Even "DEVICE, /HELP" can do this. So, *something* is getting in there and establishing the Visual before you can set it yourself. Right now, I don't know what it is. Still, knowing the release will help a bit here.

One thing you could try is reconfiguring your X server to not use DirectColor visuals. This is pretty straightforward if you have an X.org or XFree86 server.

Karl

Subject: Re: Colors and Virtual Machine

Posted by [Phillip Bitzer](#) on Tue, 04 Jul 2006 03:56:07 GMT

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> What version of IDL are you using?
I'm using 6.0, if that helps.

> Keep in mind that once a Visual is used to draw something or talk to the X
> server, that Visual must be used for the rest of the session and cannot be
> changed. Even "DEVICE, /HELP" can do this. So, *something* is getting in
> there and establishing the Visual before you can set it yourself. Right
> now, I don't know what it is. Still, knowing the release will help a bit
> here.

There must be something in the way VM is called that sets the device visual. Maybe someone out there knows a way to tell VM which visual to use.

> One thing you could try is reconfiguring your X server to not use
> DirectColor visuals.

I'll try that on my machine, but I was hoping to be able to package this program, which means that other users would have to do the same thing - more work than I want the end user to have to do.

One more thing- if I compile this thing in say IDL 6.2, will VM be able to interpret the program correctly? i.e., if I compile it in 6.2, and a user runs it in a IDL VM that is packaged with 6.0, will it find the correct visual?

Oh those IDL blues . . .

Subject: Re: Colors and Virtual Machine

Posted by [Karl Schultz](#) on Wed, 05 Jul 2006 17:10:23 GMT

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On Mon, 03 Jul 2006 20:56:07 -0700, Phillip Bitzer wrote:

> I'm using 6.0, if that helps.

Yep. Quite important in this context.

> There must be something in the way VM is called that sets the device
> visual. Maybe someone out there knows a way to tell VM which visual to
> use.

OK, I think I got to the bottom of this.

Your program:

```
device, true_color=24  
device, get_visual_name=state  
print, state
```

runs ok in the VM on IDL 6.2. It reports DirectColor on IDL 6.0.

I think that was a bug that has been fixed between 6.0 and 6.2. When you start the VM, it displays a splash screen where you click that button to start running the app. This splash screen caused the visual to get set to DirectColor, which was a bug. So, there was no way for the app to select a visual when running under the VM.

> I'll try that on my machine, but I was hoping to be able to package
> this program, which means that other users would have to do the same
> thing - more work than I want the end user to have to do.

Yes, agreed. It's just a weak workaround.

> One more thing- if I compile this thing in say IDL 6.2, will VM be able
> to interpret the program correctly? i.e., if I compile it in 6.2, and a
> user runs it in a IDL VM that is packaged with 6.0, will it find the

> correct visual?

No, a 6.0 VM would still have the bug. Your users would have to upgrade their VM's.

Karl
