Subject: problem loading color palette
Posted by aetherlux on Mon, 24 Jul 2006 16:10:36 GMT
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Hi everybody, I use IDL 6.0 with Debian GNU/Linux. Today after trying
to load a color palette to draw several maps, I have noticed that the
palette is not loaded.
I use:
device, decomposed=0
xloadct (and then I choose the palette or loadct, 41 -- the number of
the palette)

It happens with all the palettes.
I guess that it is related with the X server. Perhaps it is a
consecuence of a recent update from Debian Sarge to Etch, which has
changed my Xserver (in Sarge it was XFree86 and now in Etch is Xorg).

Does anybody know a solution to force IDL to load the palettes?

Subject: Re: problem loading color palette
Posted by Karl Schultz on Tue, 25 Jul 2006 14:55:45 GMT
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On Tue, 25 Jul 2006 03:57:47 -0700, aetherlux wrote:

> Karl Schultz wrote:
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> the left of the screen.

I don't know what might be causing this. I have a laptop with Ubuntu
installed - maybe I'll see if I have the same problem.

Are you using a virtual desktop that is larger than the physical screen?

You also might submit this issue to ITTVIS Technical Support with all the
supporting information. That way, you can be sure it will be
investigated.

> Although I have tried to choose my palette, it has not been loaded and

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Again, this "colormap flashing" issue is regarded as pretty distasteful in the Linux community. One approach to avoiding it is using the TrueColor visual. More recent versions of IDL now try to use a TrueColor visual before DirectColor by default for this very reason. You can explicitly request this behavior by using "DEVICE, TRUE_COLOR=24" before issuing any graphics commands. I think you'll be much happier if you do this.

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Sorry, I don't know what you mean by "output file". You'll need to say how you created it.

Karl

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Posted by aetherlux on Tue, 25 Jul 2006 15:20:15 GMT
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Before issuing any graphics command:

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device, true_color=24

device, decomposed=0
xloadct

now you can choose your favourite palette.

About the "output file": I write a tiff file to disk to save the
obtained graphic:

myfile='/home/user/map.tif'
write_tiff,myfile,map,4

Thank you very much everybody.

Subject: Re: problem loading color palette
Posted by btt on Tue, 25 Jul 2006 18:08:17 GMT
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Hi,

WRITE_TIFF is expecting only one or two argument according to the IDL online docs (IDL 6.3). What are you trying to do with the third argument (4) that you have shown?

Ben

Subject: Re: problem loading color palette
Posted by aetherlux on Thu, 27 Jul 2006 09:47:51 GMT
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Well, I don't know how it works for IDL 6.3 but in IDL 6.0 Write_tiff supports several arguments. My whole Write_tiff is:

Write_tiff,myfile,map,4,orientation=3

It is a trick that I had found surfing the internet to get the correct orientation for my output file.
Moreover I use the arguments "xresol=***" and "yresol=***" to indicate the resolution of the file, where *** is the resolution.

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Posted by aetherlux on Thu, 27 Jul 2006 09:51:27 GMT
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device, /pseudo_color
device, decomposed=0
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It has worked for a colleague using Ubuntu.

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> Thank you very much everybody.

Subject: Re: problem loading color palette
Posted by Karl[1] on Thu, 27 Jul 2006 14:18:58 GMT
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The discussion about the arguments to write_tiff does not answer the original question.

The palette loaded with loadct, xloadct, or tvlct does not automatically get applied to your data when you write it to an output file with write_tiff. The palette is for display purposes only. I'm not sure how you came to the conclusion that write_tiff would translate your image data stored in the map variable through the display device's palette.

What you probably want to do is to get the contents of the palette with TVLCT, /GET. Then, use your data in the 'map' variable to lookup the R, G, and B values and write the result to the tiff file.

Something like:

```
TVLCT, r, g, b, /get
red = r[map]
green = g[map]
blue = b[map]
```

You now have the 3-channel RGB image in red, green, and blue.

aetherlux wrote:
> Well, I don't know how it works for IDL 6.3 but in IDL 6.0 Write_tiff
> supports several arguments. My whole Write_tiff is:
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> Write_tiff,myfile,map,4,orientation=3
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Subject: Re: problem loading color palette
Posted by Karl[1] on Thu, 27 Jul 2006 14:28:32 GMT
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This all seems to work fine for me on my ubuntu laptop with IDL 6.3.

All I had to do was:

device, decomposed=0

loadct, 1
tvscl, dist(400)

and I get a nice blue/white pattern. I don't get colormap flashing
because this version of IDL selects the TrueColor visual by default.
The window shows up in the upper-right corner of the screen, like it
should. I don't know what is going on with your debian/icewm setup.

Using

device, /pseudo_color

is probably wrong.

Most X servers in the XFree86 / X.org lineage do not have PseudoColor
visual support.

If I issue
device, /pseudo_color
device, /help

I get a message saying the PseudoColor is not supported and IDL is
using the default TrueColor visual instead, which is quite correct.

Use xdpyinfo to learn what Visuals are supported on your X server.

I also strongly recommend reading the IDL documentation about the X
device and/or contacting ITTVIS tech support for further assistance. A
lot of the discussion here is in the IDL documentation.

Karl

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