
Subject: Re: IDL causes color table flashing on SGI with Irix 6.0.1

Posted by [ian](#) on Wed, 01 Feb 1995 17:37:33 GMT

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Word has it that Liam Gumley <liamg@ssec.wisc.edu> may have said:

[stuff deleted]

> The images displayed in the demo look quite normal *until* the cursor
> is moved inside the draw window. At this point the color table for the
> whole screen abruptly changes, and then changes back to the original
> table when the cursor is removed from the draw window. I have seen this
> happen before on a PC running an X server, but never on a Unix box.
[snip]

That's an effect of IDL using more colors than are currently available
(as in not being used by other apps). When this happens, IDL makes
a local colormap that is only in effect when the cursor is in the image
windows. I use this effect to get 256 colors regardless of what's
running on my 8-bit X terminal. In your case, you might be able to
get around it by setting IDL *colors to a negative number in your
.Xdefaults file, or by saying "window, colors = 200" or some such as the
first command in your IDL session.

+--Ian Novack (Particle Man and Comatose Reader)-----ian@gomez.jpl.nasa.gov--+

| "Press 8 for psychotic silence." -- Wanda Coleman's Jet Propulsion Lab |

| column, Los Angeles Times Magazine, 12/18/94 Pasadena, CA |

+--Disclaimer: Had this been an actual opinion, it would still be mine.-----+

Subject: Re: IDL causes color table flashing on SGI with Irix 6.0.1

Posted by [Liam Gumley](#) on Thu, 02 Feb 1995 14:41:16 GMT

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ian@gomez.Jpl.Nasa.Gov (H. Ian Novack) wrote:

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>> is moved inside the draw window. At this point the color table for the
>> whole screen abruptly changes, and then changes back to the original
>> table when the cursor is removed from the draw window.
>
> In your case, you might be able to
> get around it by setting IDL*colors to a negative number in your
> ..Xdefaults file, or by saying "window, colors = 200"

In fact the problem was solved by placing the line

Idl*visual: PseudoColor

in my .Xdefaults file (when the pseudocolor visual is active).

Now everything works just fine.

Subject: Re: IDL causes color table flashing on SGI with Irix 6.0.1

Posted by [pellet](#) on Thu, 02 Feb 1995 19:17:43 GMT

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H. Ian Novack (ian@gomez.jpl.nasa.gov) wrote:

: Word has it that Liam Gumley <liamg@ssec.wisc.edu> may have said:

: [stuff deleted]

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: >is moved inside the draw window. At this point the color table for the

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: (as in not being used by other apps). When this happens, IDL makes

: a local colormap that is only in effect when the cursor is in the image

: windows. I use this effect to get 256 colors regardless of what's

: running on my 8-bit X terminal. In your case, you might be able to

: get around it by setting IDL*colors to a negative number in your

: .Xdefaults file, or by saying "window, colors = 200" or some such as the

: first command in your IDL session.

I use to run IDL on a SGI Iris and I had a similar problem. I reduced the number of colors reserved for IDL, as suggested above, but the problem still showed when the mouse went over either an icon or any GL graphic windows. I also recall that RSI was unable to fix this. Other than that, it worked great.

Jeff

pellet@inrs-ener.quebec.ca
