
Subject: Background color

Posted by [nakisa](#) on Wed, 17 Dec 2008 14:29:13 GMT

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Hi.

I have an strange problem today, I use IDL.7 under linux(ubuntu) .
I try to change the background color. with below command I create the window.

```
window,xsize=1400,ysize=1400
```

```
TVLCT,150,50,120,0
```

```
plot,x,y,/psym,yrange=[5.6,5.75],xrange=[9.5,11.8],charsize= 3 ,title='  
none ',background=180 /NoData
```

I use both commands(TVLCT and background) and change the numbers ,but
still the window is in black !
but when I write the TVLCT command in the terminal and run the file ,
the color changes!!!!!!
how can I control the background color from inside of pro not
terminal ?!!
best,nakisa

Subject: Re: Background color

Posted by [Craig Markwardt](#) on Fri, 19 Dec 2008 03:20:59 GMT

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On Dec 17, 9:29 am, nakisa <nakisa.noor...@gmail.com> wrote:

> Hi.

> I have an strange problem today, I use IDL.7 under linux(ubuntu) .

> I try to change the background color. with below command I create the
> window.

>

> window,xsize=1400,ysize=1400

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> TVLCT,150,50,120,0

>

> plot,x,y,/psym,yrange=[5.6,5.75],xrange=[9.5,11.8],charsize= 3 ,title='

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> I use both commands(TVLCT and background) and change the numbers ,but
> still the window is in black !

> but when I write the TVLCT command in the terminal and run the file ,

> the color changes!!!!!!

> how can I control the background color from inside of pro not

> terminal ?!!
> best,nakisa

My experience is that when I've had such problems, they are related to DirectColor graphics.

HELP, /DEV
should tell you whether you are using TrueColor or DirectColor. You want TrueColor. Usually,
DEVICE, TRUE=24
should solve the problem (as the first command before any other graphics commands!), but also I assume you are using DECOMPOSED=0.

Craig

Subject: Re: Background color
Posted by [nakisa](#) on Tue, 23 Dec 2008 15:40:55 GMT
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Hi.
I use ERASE ,but delete everything in plot !!
also , I didn't used decomposed=0 ! and now use DEVISE,true=24 but
still the background is black !!!!

Subject: Re: Background color
Posted by [David Fanning](#) on Tue, 23 Dec 2008 15:58:44 GMT
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nakisa writes:

> I use ERASE ,but delete everything in plot !!
> also , I didn't used decomposed=0 ! and now use DEVISE,true=24 but
> still the background is black !!!!

The easiest way to get a different background color in a device independent way is to use FSC_COLOR. It doesn't care about your DEVICE setup, etc.

```
Plot, indgen(11), BACKGROUND=FSC_Color('light sea green'), $  
    COLOR=FSC_Color('dark red')
```

FSC_Color now supports 200 named colors, and you can add your own, if that isn't enough for you. You can find it here:

http://www.dfanning.com/programs/fsc_color.pro

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Background color

Posted by [nakisa](#) on Fri, 02 Jan 2009 11:32:52 GMT

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On Dec 23 2008, 3:58 pm, David Fanning <n...@dfanning.com> wrote:

> nakisa writes:

>> I use ERASE ,but delete everything in plot !!

>> also , I didn't used decomposed=0 ! and now use DEVISE,true=24 but

>> still the background is black !!!!

>

> The easiest way to get a different background color in a

> device independent way is to use FSC_COLOR. It doesn't

> care about your DEVICE setup, etc.

>

> Plot, indgen(11), BACKGROUND=FSC_Color('light sea green'), \$

> COLOR=FSC_Color('dark red')

Hi David , happy new year.

I test it but it doesn't work , even I try the samples on your webpage

at (<http://www.dfanning.com/documents/programs.html>)

on both cases IDL returns this error:

libGL error: open DRM failed (Operation not permitted)

libGL error: reverting to (slow) indirect rendering

Can you guess what is the problem ?

cheers ,nakisa

> FSC_Color now supports 200 named colors, and you can add your

> own, if that isn't enough for you. You can find it here:

>

> http://www.dfanning.com/programs/fsc_color.pro

>

> Cheers,

>

> David

> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Background color
Posted by [David Fanning](#) on Fri, 02 Jan 2009 14:46:09 GMT
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nakisa writes:

> I test it but it doesn't work , even I try the samples on your webpage
> at (<http://www.dfanning.com/documents/programs.html>)
> on both cases IDL returns this error:
>
> libGL error: open DRM failed (Operation not permitted)
> libGL error: reverting to (slow) indirect rendering
>
> Can you guess what is the problem ?

No. :-)

Please send us the result of this command:

IDL> Help, /Device

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Background color
Posted by [nakisa](#) on Fri, 02 Jan 2009 15:21:32 GMT
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On Jan 2, 2:46 pm, David Fanning <n...@dfanning.com> wrote:
> nakisa writes:
>> I test it but it doesn't work , even I try the samples on your webpage
>> at (<http://www.dfanning.com/documents/programs.html>)

>> on both cases IDL returns this error:
>
>> libGL error: open DRM failed (Operation not permitted)
>> libGL error: reverting to (slow) indirect rendering
>
>> Can you guess what is the problem ?
>
> No. :-)
hi , here it is :(the answer of machine)

Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X
Z

Current graphics device: X

Server: X11.0, The X.Org Foundation, Release 10502000
Display Depth, Size: 24 bits, (1280,1024)
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.

best,nakisa

> Please send us the result of this command:
>
> IDL> Help, /Device
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Background color
Posted by [Foldy Lajos](#) on Fri, 02 Jan 2009 16:20:44 GMT

On Fri, 2 Jan 2009, nakisa wrote:

- > libGL error: open DRM failed (Operation not permitted)
- > libGL error: reverting to (slow) indirect rendering

I think this is not an IDL problem. DRM is the Direct Rendering Manager, a driver, which accesses your video hardware directly for 3D rendering. This message says that you, as a user, have no rights to access the video hw directly and a slower indirect rendering is used instead.

Perhaps you should be a member of the 'video' group for getting direct hw access.

regards,
lajos

Subject: Re: Background color
Posted by [nakisa](#) on Fri, 02 Jan 2009 16:28:00 GMT
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really I don't know what is DRM , I just know it plots the figure but in Black and white and returned those errors !

On Jan 2, 4:20 pm, FÖLDY Lajos <fo...@rmki.kfki.hu> wrote:

- > On Fri, 2 Jan 2009, nakisa wrote:
 - >> libGL error: open DRM failed (Operation not permitted)
 - >> libGL error: reverting to (slow) indirect rendering
 - >
 - > I think this is not an IDL problem. DRM is the Direct Rendering Manager, a
 - > driver, which accesses your video hardware directly for 3D rendering. This
 - > message says that you, as a user, have no rights to access the video hw
 - > directly and a slower indirect rendering is used instead.
 - >
 - > Perhaps you should be a member of the 'video' group for getting direct hw
 - > access.
 - >
 - > regards,
 - > lajos
-

Subject: Re: Background color

Posted by [David Fanning](#) on Fri, 02 Jan 2009 16:36:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

nakisa writes:

> really I don't know what is DRM , I just know it plots the figure but
> in Black and white and returned those errors !

Yes, I agree with Lajos. Something is wrong with the way
your computer is setup. Not with IDL. But I don't have
any answers. Sorry.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Background color

Posted by [nakisa](#) on Fri, 02 Jan 2009 17:12:18 GMT

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On Jan 2, 4:36 pm, David Fanning <n...@dfanning.com> wrote:

> nakisa writes:

>> really I don't know what is DRM , I just know it plots the figure but
for using FSC_Color, I use it alone in a file and run it . IDL runned
the FSC_COLOR_COUNT_ROWS and FSC_COLOR_COLOR24, but returned 5 errors
on the

ok = Error_Message(/Traceback)

as the syntax error! it is strange, because I have just copy and paste
the pro !

I don't know what is it !!!!

nakisa

>> in Black and white and returned those errors !

>

> Yes, I agree with Lajos. Something is wrong with the way
> your computer is setup. Not with IDL. But I don't have
> any answers. Sorry.

>
> Cheers,
>
> David
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Background color
Posted by [David Fanning](#) on Fri, 02 Jan 2009 17:16:13 GMT
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nakisa writes:

> for using FSC_Color, I use it alone in a file and run it . IDL runned
> the FSC_COLOR_COUNT_ROWS and FSC_COLOR_COLOR24, but returned 5 errors
> on the
>
> ok =3D Error_Message(/Traceback)
>
>
> as the syntax error! it is strange, because I have just copy and paste
> the pro !
> I don't know what is it !!!!

You need to download the files you need from the Coyote Library
(I would say all of them, probably), then put the Library on
your IDL path. You can find instructions here:

<http://www.dfanning.com/documents/programs.html>

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Background color
Posted by [nakisa](#) on Tue, 06 Jan 2009 12:32:31 GMT

hi David.

thanks alot. you was right ,error was because of machine ! I try on
other computer and it solves easily!!

best,nakisa
