
Subject: Re: Object Graphics Color Weirdness

Posted by [Aram Panasenco](#) on Wed, 14 Apr 2010 22:11:48 GMT

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On Apr 14, 8:38 am, David Fanning <n...@dfanning.com> wrote:

> Folks,
>
> Has anyone noticed some weirdness with colors in object graphics
> applications? I got a report this morning from someone who was
> trying to do something very simple with a vertical colorbar
> program of mine:
>
> http://www.dfanning.com/programs/vcolorbar__define.pro
>
> This is an old program that makes a color bar by including
> an image with a color palette as a texture map on a polygon.
> (Younger readers won't fully appreciate how low-level things
> were years ago!)
>
> Anyway, the code is simple:
>
> thisPalette = Obj_New('IDLgrPalette')
> thisPalette->LoadCT, 25
> thisColorbar=OBJ_NEW('VColorBar',COLOR=[0,0,0], Palette=thisPalette)
> XObjView, thisColorbar
>
> I expect to see a rainbow color bar. And this is what
> I *do* see...now. But, when I first ran this code, I saw
> a gray-scale color bar, and this is what the user is also
> seeing. I'm running IDL 7.0.2 in Windows 7 64-bit OS.
>
> I have not been able to reproduce the problem with repeated
> starts and stops of IDL. But, I know what I saw, and it is
> WAY too early in the morning for the juice to have had any
> appreciable effect. Any ideas?
>
> 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.")

Could it be that for whatever reason the thisPalette object failed to initialize the first time?
