
Subject: Object Graphics Color Weirdness

Posted by [David Fanning](#) on Wed, 14 Apr 2010 15:38:30 GMT

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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

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

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