Subject: Re: IDL and color table allocation
Posted by frandsen on Thu, 18 Jan 1996 08:00:00 GMT
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I've had the same problem with IDL 4.0.1 flashing on a Sparc 10.

Then one day, it mysteriously disappeared.

RSI said something vague about the operating system, and to check with that.

I couldn't solve it on my own either.

-- Marv Frandsen

Subject: Re: IDL and color table allocation
Posted by David Foster on Fri, 19 Jan 1996 08:00:00 GMT
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daniele@saxpds2.tesre.bo.cnr.it (Daniele Dal Fiume) wrote:
>
> (I hope this is not a FAQ....)
>
> We have a DEC ULTRIX 5000/200 workstation, running IDL 4.0.1
> We notice an unpleasant problem: colors are flashing when we go in and
> out of the graphic window (X11). This is due to the fact that IDL
> allocates a private colormap, separate from that of the window manager.
> The depth of the display is 24 bits.

>
> Does anybody know how to force IDL to use the same color map of the
> window manager (mwm) on an ULTRIX workstation with a graphic display
> whose depth is 24 bits? And how to limit it to only 256 colors?
> (using "idl.colors: [-]256" in the app-default file is not working...)

On our Sparc [2,10,20] systems we put the line:

 idl.gr_visual: PseudoColor

You might try also:

 idl.gr_depth: 8

in the /usr/openwin/lib/Xdefaults file (or in a user's .Xdefaults
file), and this seems to work. Here is our output from
help, /device :

```
IDL> help, /device
Available graphics_devices: CGM HP LJ NULL PCL PS REGIS TEK X Z
Current graphics device: X
     Server: X11.0, Sun Microsystems, Inc., Release 3300
     Display Depth, Size: 8 bits, (1152,900)
     Visual Class: PseudoColor (3)
     Bits Per RGB: 8
     Physical Color Map Entries (Used / Total): 223 / 256
     Colormap: Shared, 223 colors.  Translation table: Enabled
     Graphics pixels: Combined,  Dither Method: Ordered
     Write Mask: 255 (decimal) ff (hex)
     Graphics Function: 3 (copy)
     Current Font: <default>
     Default Backing Store: Req from Server.
IDL>
```

We also issue a

 SET_PLOT, 'X'

in the startup file. It sounds like you may have tried all this
stuff already, so I don't know if this is useful.

Dave Foster
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