
Subject: IDL and color table allocation

Posted by [daniele](#) on Thu, 18 Jan 1996 08:00:00 GMT

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(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.

I have tried all models (pseudocolor, truecolor,) all kind of selections of IDL colors (shared, non-shared), but with no result.

I have followed almost any suggestion from the IDL reference manual (in the section for X display).

When IDL starts, it allocates always a private color table. And flashing invariably occurs.

Sometimes IDL allocates 16M colors (the full 24 planes). This also results in a mess in the color table selection: in this case the display of the color table is wrong and completely useless.

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...)

Thanks!

Daniele

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