## Subject: changing colors on a Mac
Posted by Phil Williams on Mon, 03 Feb 1997 08:00:00 GMT

View Forum Message <> Reply to Message

I just got a Mac version of IDL and boy am I upset.

My wonderful XDISPLAY widget which is used for drawing ROIs and display
images, which runs great on several unix flavors, seems to be quite
buggy on the Mac version.

It appears that in order to change the colors used for display you not
only have to change the LUT but then redisplay the image as well?!??!

Is this true?  Will this remain with IDL5.0?  Is there a work around?

Any advice would be greatly appreciated.

Phil

--
```
/*********************************************************** *******/
  Phil Williams, Ph.D.
  Research Instructor
  Children's Hospital Medical Center    "One man gathers what
  Imaging Research Center                 another man spills..."
  3333 Burnet Ave.                       -The Grateful Dead
  Cincinnati, OH 45229
  email: williams@irc.chmcc.org
  URL: http://scuttle.chmcc.org/~williams/
/*********************************************************** *******/
```

## Subject: Re: changing colors on a Mac
Posted by gurman on Thu, 06 Feb 1997 08:00:00 GMT

View Forum Message <> Reply to Message

In article <davidf-ya02308000502970701360001@news.frii.com>,
davidf@dfanning.com (David Fanning) wrote:

> Phil Williams <williams@irc.chmcc.org> writes:
>
>> I just got a Mac version of IDL and boy am I upset.
>>
>> My wonderful XDISPLAY widget which is used for drawing ROIs and display
>> images, which runs great on several unix flavors, seems to be quite
>> buggy on the Mac version.
>>
>> It appears that in order to change the colors used for display you not
>> only have to change the LUT but then redisplay the image as well?!??!

>>
>> Is this true?
>
> Sounds like you have the ol' 24-bit blues!
>
> Go to your Monitor Control Panel and set the display for 256 colors.
> You have it set on "thousands" or "millions" at the moment.

   Is this a feature?

   Why can Netscape, Internet Explorer, JPEGview, Adobe Photoshop, and so
on all handle 8-bit images while the Mac display is in 24-bit mode, and
not IDL? Is RSI going to admit those guys have better Mac programmers than
the ones RSI uses?

   Why can more Mac games than I can remember set the bit depth to 256
colors when the start, then return the bit depth to the original value,
all by themselves, on normal exit.... but not IDL?

   No doubt this is fixed in 5.0, right? Right?

        Joe Gurman

--
Joseph B. Gurman / NASA Goddard Space Flight Center/ Solar Data Analysis Center / Code 682
/ Greenbelt MD 20771 USA / gurman@gsfc.nasa.gov / gurman@ari.net
| Federal employees are still prohibited from holding opinions while  at work. Any opinions
expressed herein must therefore be someone else's.  |