
Subject: tvrd failure on v5 on win95

Posted by [Mirko Vukovic](#) on Tue, 03 Jun 1997 07:00:00 GMT

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ok I just wasted about 4 hours on the following problem on idlv5,
windows95 and pentium.

Basically, tvrd is not returning the image. Here is a piece of code:

```
surfdata = shift(dist(20),10,10)
  surfdata = bytscl(exp(-(surfdata/5)^2))
```

```
loadct,25 ;,ncolo=100
shade_surf,surfdata,shades=surfdata
clr_surf = tvrd()
```

```
loadct,0
end
```

(some of you may recognize it as part of Struan's surface plotting tutorial).

depending on the color table loaded with LOADCT (I tried 6 and 25),
clr_surf contains a severely deficient image. Do a tv,clr_surf, and you
will get either only the axes drawn (for color table 25) or a surface
image but with colors that do not correspond to the original (for color
table 6)

If you look at the histogram of the image you will see that only few of
the 255 available values are used (two for color table 25 and several
for table 6).

I tried playing with device,decomposed=x, retaining done by IDL, but to
no avail. I also tried not using the top 20 colors (as this is used by
windows), but this did not help much.

Any clues?

Tia,

--

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Subject: Re: tvrd failure on v5 on win95

Posted by [David Foster](#) on Wed, 04 Jun 1997 07:00:00 GMT

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Mirko Vukovic wrote:

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> Basically, tvrd is not returning the image. Here is a piece of code:
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> the 255 available values are used (two for color table 25 and several
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> no avail. I also tried not using the top 20 colors (as this is used by
> windows), but this did not help much.
>
```

Mirko -

I had many problems with TVRD() with IDL 4.0.1 and earlier, under Solaris 2.X.

I wrote a routine I called SAFE_TVIRD(), that uses the DEVICE, COPY=[] command to read from the window. This routine solved the problem we were having. I have

mailed it to you; hopefully it may help with your problem. It is a bit slower, because it has to create an extra pixmap window first, but if it works...

It was confirmed by RSI tech support that there were problems with TVRD() under Solaris 2.X/OpenWindows, even when backing store was provided by IDL (yes, I tried that first). There were problems with TVRD() if the window was obscured or iconified, or if the graphics window was a scrollable draw widget.

I haven't verified yet whether any of these problems persist with IDL 5.0. I DO know that SAFE_TVVD() is still safe! ;-)

Dave

--

~~~~~  
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~~~~~

"I have this theory that if we're told we're bad,
then that's the only idea we'll ever have.
But maybe if we are surrounded in beauty,
someday we will become what we see." - Jewel Kilcher

Subject: Re: tvrd failure on v5 on win95
Posted by [Mirko Vukovic](#) on Wed, 04 Jun 1997 07:00:00 GMT
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Struan Gray wrote:

>
> Mirko Vukovic, mirko.vukovic@grc.varian.com writes:
>
>> (some of you may recognize it as part of Struan's
>> surface plotting tutorial).
>
> I thought it looked familiar :-)
>
>> __depending__ on the color table loaded with LOADCT (I
>> tried 6 and 25), clr_surf contains a severely deficient

>> image. Do a tv,clr_surf, and you will get either only the
>> axes drawn (for color table 25) or a surface image but with
>> colors that do not correspond to the original (for color
>> table 6)
>
> It could be a bug in v5.0 but I would guess you are doing this on
> a 16-bit or 24-bit display where TVRD doesn't return the colour index
> used to plot the image, but instead gives you whichever of the red,
> green and blue values for each pixel is largest. With some colour
> tables this can give very different results from what you get on an
> 8-bit display.

I'll look into that, but I am doubtful, since I am already specifying
device,/decomposed=0 (to enforce the 8bit mode).

thanks

--

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Subject: Re: tvrd failure on v5 on win95

Posted by [William Thompson](#) on Thu, 05 Jun 1997 07:00:00 GMT

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David Foster wrote:

...

> I had many problems with TVRD() with IDL 4.0.1 and earlier, under
> Solaris 2.X.
> I wrote a routine I called SAFE_TV RD(), that uses the DEVICE, COPY=[]
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> to read from the window. This routine solved the problem we were having.
> I have
> mailed it to you; hopefully it may help with your problem. It is a bit
> slower,
> because it has to create an extra pixmap window first, but if it
> works...

Could you also post that routine?

Thanks,

Bill Thompson
