
Subject: Re: IDL 5.0 (TvRd LoadCt) problems with true colors ???

Posted by [Kevin Ivory](#) on Sat, 14 Feb 1998 08:00:00 GMT

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Rene Preusker wrote:

- >
- > I try to use true color features of idl 5.02 under
- > Linux 5.0.32 (Matrox Milenium 24 bpp). tvrd
- > gives strange results. But perhaps I understand
- > ...
- > Is there any idea what's going wrong? Are there any positive
- > experiences with IDL, Linux and True Color?

If you are using XFree86 3.3.1 for your Matrox Millenium card, that is a very experimental version (I think the documentation says pre-alpha). The most recent free version is at http://www.suse.de/XSuSE/XSuSE_E.html (XSuSE_Matrox 1.3) but that still has a lot of bugs in the 24bpp and 32bpp modes. I didn't check your problem with my installation because I am still at 8bpp (IDL doesn't work in 16bpp, there is a bug with Netscape & 24bpp, and moving windows has a bug in 32bpp) :-)

Not of much help, I guess.

Kevin

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Subject: Re: IDL 5.0 (TvRd LoadCt) problems with true colors ???

Posted by [David Foster](#) on Wed, 18 Feb 1998 08:00:00 GMT

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Kevin Ivory wrote:

- >
- > Rene Preusker wrote:
- >>
- >> I try to use true color features of idl 5.02 under
- >> Linux 5.0.32 (Matrox Milenium 24 bpp). tvrd
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- >> Is there any idea what's going wrong? Are there any positive
- >> experiences with IDL, Linux and True Color?
- >

You might try SAFE_TVIRD.PRO, a routine I wrote when we were having problems with TVIRD() under Solaris 2.X. It uses DEVICES, COPY=[]

and a temporary pixmap. We found problems especially if you are reading from a scrollable draw widget, but you can also have problems if the widget is iconified or obstructed. I haven't tested to see if the problem persisted into IDL 5.0 (we did experience it in 4.x).

Dave

```
----- SAFE_TVRD.PRO -----  
; SAFE_TVRD.PRO 6-11-97 DSFoster  
;  
; This function is a safer version of IDL's TVRD() function. First,  
; there was a bug related to the reading from a scrollable draw. Also,  
; the TVRD() function uses an X routine that has problems if the  
; window is obscured or iconized. This routine uses the DEVICE, COPY=  
; command to first copy the window contents to a new window pixmap,  
; and then reads from this pixmap into the array.  
;  
; Modifications  
;  
; 6-11-97 DSF Check validity of draw widget.
```

```
FUNCTION safe_tvrd, draw_widget, xsize, ysize  
  
on_error, 2  
  
if (widget_info(draw_widget, /valid_id) eq 0) then begin  
    return, -1  
endif else if (widget_info(draw_widget, /name) ne 'DRAW') then begin  
    return, -1  
endif else begin  
    old_window = !d.window  
    window, xsize=xsize, ysize=ysize, /free, /pixmap ; New window  
  
    widget_control, draw_widget, get_value=window  
    device, copy=[0,0, xsize,ysize, 0,0, window] ; Copy  
  
    image = tvrd() ; Read into array  
    wdelete, !d.window  
    if (old_window ne -1) then wset, old_window  
    return, image  
endelse  
  
END
```

```
----- SAFE_TVRD.DOC -----  
SAFE_TVRD
```

