Subject: Re: Programs that Work on 24-bit Color Displays (Long) Posted by davidf on Sun, 08 Nov 1998 08:00:00 GMT

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David Fanning	(davidf@dfanning.com)) wote:

> FUNCTION Shader::lint, data

Should be:

FUNCTION Shader: INIT, data

of course. :-)

Cheers,

David

David Fanning, Ph.D.

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Phone: 970-221-0438, Toll-Free Book Orders: 1-888-461-0155 Coyote's Guide to IDL Programming: http://www.dfanning.com/

Subject: Re: Programs that Work on 24-bit Color Displays (Long) Posted by davidf on Mon, 09 Nov 1998 08:00:00 GMT

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Hi Folks,

Gosh, I like this newsgroup. Post a simple little program and everybody in the world jumps in to help you debug it. :-)

Liam Gumley was on top of things this morning and downloaded my highly praised (*&@*!) XCOLORS program. Here is an excerpt from his e-mail and my response:

Hi Liam,

You write:

- > (1) 'Cancel' button oddity
- > Start xcolors, drag the 'Stretch Bottom' slider to the right,
- > then hit 'Cancel'. Start xcolors again, and note the compressed
- > color table. Perhap 'Cancel' should restore the color table as

> it was at startup, regardless of slider movement.

Yikes. I should have seen this problem when I fixed the gamma function the other day. It is the same problem. Fixed now. I hadn't looked at this program for a long time, but when I went back in to fix it a couple of weeks ago I was quite surprised to see my earliest ideas about passing events around in widget programs worked out here. I wouldn't write this program this way now, but it was interesting to see how my ideas have evolved.

- > (2) Notifying other widgets
- > It seems like external widgets identified by the NOTIFYID keyword are
- > notified during slider drags. I have an application which has to do
- > quite a lot to refresh the image, and as a result it's a little slow to update.
- > Would it make sense to only notify external widgets when a slider drag stops?

Since I always run this program on Windows machines, I didn't even realize the DRAG keyword was set! This was probably a hold-over from the old XLOADCT program I used as a model. I've fixed this so that colors are updated only at the end of the drag. If you like the old behavior, set the new DRAG keyword.

- > (3) Button names (purely personal preference here!)
- > The only thing I've changed is the order and naming of the buttons I prefer 'OK' and 'Cancel'.

Too set in my ways to change this. Sorry. :-)

You can find the newest version here:

ftp://ftp.dfanning.com/pub/dfanning/outgoing/idl_examples/xc olors.pro

Cheers,

David Fanning, Ph.D.

David

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