
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) wrote:

> FUNCTION Shader::lint, data

Should be:

FUNCTION Shader:INIT, data

of course. :-)

Cheers,

David

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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. Perhaps '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/xcolors.pro

Cheers,

David

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