Subject: Re: XLOADCT does not do anything in IDL for Windows 95 Posted by Joe[2] on Fri, 20 Nov 1998 08:00:00 GMT

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Make sure you have a line like:

device, decomposed=0

in your startup file. Or, enter it at the command prompt prior to doing anything with the very first graphics window.

J M Zawodny

Subject: Re: XLOADCT does not do anything in IDL for Windows 95 Posted by davidf on Fri, 20 Nov 1998 08:00:00 GMT

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Paul R. Harvey (harveypr@isracom.co.il) writes:

- > I am evaluating IDL 5.1 for windows 95. I am very familiar with IDL 4.0 for
- > the SGI unix platform. I see that XLOADCT does nothing in Windows 95. Why is
- > this? and what is the alternative?

This is getting to be a bit redundant, isn't it? I have a modest suggestion: Why not make Device, Decomposed=0 the default and let people who want true 24-bit color set

it by typing Device, Decomposed=1. Then people going to 24-bit color for the first time wouldn't be so darn confused all the time. :-)

Try this:

IDL> Device, Decomposed=0

Your Windows machine is set up in 16-bit or 24-bit color. You will want to learn a little about what that means to you. Lot's of good information about colors in IDL on my web page. :-)

Cheers,

David

P.S. An alternative to XLOADCT is XCOLORS from my web page. It is just a little bit smarter than XLOADCT (although I see that XLOADCT is catching up a bit in the newest versions).

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Coyote's Guide to IDL Progamming: http://www.dfanning.com/

Toll-Free IDL Book Orders: 1-888-461-0155

[Note: This follow-up was e-mailed to the cited author.]