Subject: the dreaded issue: colors

Posted by D. Mattes on Fri, 04 Jun 1999 07:00:00 GMT

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IDL gurus (and there are many of you!):

it appears that when IDL first starts, !D.N\_COLORS and !D.TABLE\_SIZE are both 256 for my 8-bit display, and don't actually report the number of colors in the shared color table, until a window or device has been opened. how can i get around this "feature"? i suppose i could open and close a window before querying these system variables...

also: static color tables are a drag on the mac!!! why won't the following work on a mac?

loadct,3,ncolors=100,bottom=0 loadct,1,ncolors=100,bottom=100

and how can i implement such a beast on the mac?

by the way, that was a very helpful discussion on IDL variables...much appreciated!

thanks again, david mattes

Subject: Re: the dreaded issue: colors
Posted by David Foster on Thu, 10 Jun 1999 07:00:00 GMT
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## D. Mattes wrote:

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- > it appears that when IDL first starts, !D.N\_COLORS and !D.TABLE\_SIZE are
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- > opened. how can i get around this "feature"? i suppose i could open and
- > close a window before querying these system variables...

David -

You could put something like the following in your "idl\_startup" file:

window, xsize=5, ysize=5, /pixmap, /free wdelete

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and this will do the trick. I often use this when I need to define default fonts and the like in the startup file, and don't want that nagging "IDL 0" window to come up.

**Dave Foster** 

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