NAME

cmap_compact – colormap configuration utility to reduce colormap flashing.

SYNOPSIS

cmap_compact [*op*] [–**display** *dpyname*]

DESCRIPTION

cmap_compact is a utility which allows certain colors to be designated as special and to be promoted to the high end of the default colormap (toward pixel 255). This reduces colormap flashing in many situations.

This technique has no effect for monochrome screens; it applies only to color screens.

For more information about the general problem of colormap flashing and instructions for using **cmap_compact** to solve the problem, refer to the OpenWindows documentation.

OPTIONS

-display *dpyname*
: Indicates the X11 display to use. ':0' is the default.

op can be one of the following operations:

save Records the RGB color values of all shareable (read-only) colors in the default colormap for each active screen and saves these values on the file **~/.owcolors**.

The black and white pixels (typically at pixels 254 and 255) are ignored during the save.

Note that all colors are ignored for screens with a StaticColor default colormap. Note also that the server is grabbed during the save.

init Reads the colors which have been saved in **~/.owcolors** and allocates them as read-only colors at the high-end of the default colormap. The color allocations for those applications which use these colors will be derived from these high colors. If there is no **~/.owcolors** file, nothing happens and no message is printed out.

The colors are allocated in reverse order of the order in which they were saved. Thus, the lowest pixel in the colormap at save time becomes the highest pixel at initialization time.

This operation is typically invoked from **~/.xinitrc** prior to starting the color applications.

This operation creates on the root window of each screen a property named *XA_COMPACTED_COLORS_COUNT* of type XA_INTEGER. The value of this property specifies the number of initialized colors for that screen. Note: this value also includes the black and white pixels.

An X11 *close down mode* of **RetainPermanent** is set so that the colors this program allocates will stay around after **cmap_compact** exits. These colors may be freed by calling **cmap_compact dealloc** . Before this program allocates its colors, it frees any colors left over from a previous invocation.

If there are more saved colors than can fit in the default colormap, as many colors as will fit are allocated and a warning message is printed out. This situation, for example, might occur if the the default visual were switched from an 8-bit to a 4-bit visual without discarding saved colors.

Note: no allocations occur for screens with a StaticColor default colormap.
Note: The server is grabbed during the initialization.

discard
This operation removes the file **~/.owcolors**.

dealloc This operation frees colors allocated by a previous invocation of **cmap_compact init**.

show This operation prints out the RGB values of the saved colors for each screen.

FILES

~/.owcolors
The file which is generated by **cmap_compact save**. Contains a list of saved, read-only workspace colors for all screens.

SEE ALSO

Xsun(1), **openwin**(1)
Solaris X Window System Developers Guide

BUGS

Currently does not support using the same **~/.owcolors** file for different machine architectures.