

---

Subject: Setting IDLgrPolyline vertex colours?

Posted by [dEdmundson](#) on Tue, 16 Feb 1999 08:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I am trying to assign colours to the vertices of a polyline snaking through 3D space. I load a "rainbow" palette via

```
palette = obj_new('IDLgrPalette')
palette -> LoadCT, 33
```

and define my polyline object with

```
p = obj_new('IDLgrPolyline', x, y, z, shading=1)
```

Now, for each (x,y,z) triple I have a positive float in a 1D array "data". I can map these floats to integer indices into the palette's (apparent) range 0-255 via

```
scaleddata = fix(255*data/max(data))
```

Two questions:

- 1) How can I create the IDLgrPolyline's "vert\_colors" array? The getRGB function converts an integer index to an RGB triple but won't handle "scaleddata" in one go.
- 2) Is there a simpler method of associating polyline colours with an existing palette? I dislike my half-finished solution because it assumes a 256 colour palette. (Aside: Why does p->getproperty,n\_colors=cols give cols=0 rather than 255? Hence my assumption.)

Any help is much appreciated.

Cheers,  
Darran.

-----== Posted via Deja News, The Discussion Network ==-----

<http://www.dejanews.com/> Search, Read, Discuss, or Start Your Own

---