
Subject: Re: Getting the color pallette without calling LoadCT first
Posted by [davidf](#) on Mon, 20 Mar 2000 08:00:00 GMT
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Ricardo Fonseca (zamb@physics.ucla.edu) writes:

```
> I need to get the color table from one of the default IDL colortables. Right
> now I'm doing it like this:
>
> loadct, ct, NCOLORS = 256
> TVLCT, rr, gg, bb, /get
>
> I was wondering if there was a way to do this without actually loading the
> color pallette i.e. without calling loadct
```

You can use the Palette object:

```
theColors = Obj_New('IDLgrPalette')
theColors->LoadCT, ct
theColors, GetProperty, Red=r, Green=b, Blue=b
Obj_Destroy, theColors
```

Or, you can load and obtain the colors in the Z-buffer, which is a 256 color device. (This is what I used to do before objects.)

```
thisDevice = !D.Name
Set_Plot, 'Z'
LoadCT, ct, /Silent
TVLCT, r, g, b, /Get
Set_Plot, thisDevice
```

Cheers,

David

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