
Subject: Re: color widget

Posted by [david\[2\]](#) on Fri, 10 Aug 2001 17:53:59 GMT

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Pavel A. Romashkin writes:

> David made fun of my little hack I put out a while ago, which was doing
> exactly that, and promised something sleeker and cooler and of course
> object-filled from his own anvil. You better ask the Coyote where it is.

> Cheers,

> Pavel

>

> Marc Schellens wrote:

>>

>> I want to let the user interactively select a color.

>> Is there some modal dialog, which allows that comfortably

>> and returns a three byte vector?

>> Ie. I am using object graphics, so there might be problems

>> with cw_coloresel and co.

>>

>> Thanks,

>> :-) marc

My news source seems to be dropping every third article these days, so I didn't see this article from Marc Schellens. (Perhaps this is a message from the gods that I should play more tennis.)

But I've got all *kinds* of color tools!

I recommend FSC_COLOR. Out of the box, this program knows 88 color "names" that I use for all manner of drawing colors. (If you don't like the 88 I've selected for you, you can easily load your own in the program.) It will instinctively return a color triple on a 24-bit display device, but you can force it to *always* return the color triple by setting the TRIPLE keyword:

```
IDL> Print, FSC_COLOR('yellow', /Triple)
255 255 0
```

If you want the user to see the colors and select one from the available colors, then simply use the SELECTCOLOR keyword:

```
IDL> theColor = FSC_COLOR('Indian Red', $
```

/SelectColor, /Triple)

Specifying a group leader, will make the program modal:

```
theColor = FSC_COLOR('Indian Red', $  
    /SelectColor, /Triple, Group_Leader=event.top)
```

I use this program in every widget program I write, whether object graphics or direct graphics. I don't know how anyone lives without it. :-)

You will need the PICKCOLORNAME program too:

http://www.dfanning.com/programs/fsc_color.pro
<http://www.dfanning.com/programs/pickcolorname.pro>

Cheers,

David

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