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Subject: Re: PRINTER device changed in IDL 6  
Posted by [David Fanning](#) on Mon, 01 Mar 2004 20:04:17 GMT  
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R.G. Stockwell writes:

> Perhaps (or more likely certainly) I am missing the point, but why load colours inside the  
> Printer device? I have always loaded the colors I want before I set the  
> set\_plot device (usually because I load my very pretty colors in my startup file, and I  
> almost never change them). Simply reversing the order of the two calls (tvscf and set\_plot)  
> makes the error go away.

Well, 16.7 million colors to choose from, some of us are just not happy with 256, no matter how pretty they are. :-)

No, I'm kidding. This comes up for me because I try to write programs that are device independent. That is to say, they work the same way (use the same colors, lay out their graphics in the same place, align their fonts in the same way, etc.) no matter what graphics output device they happen to find themselves running on. In practice I only care about these: X, WIN, Z, PS, PRINTER. But even that is challenge enough to cause me to break out in cold sweats in the middle of the night. (Throw in MAC and I shake so much I pretty much can't even serve in tennis.)

But the point is, I try to make these programs self-contained and smart. In the business I'm in, I can't ever rely on the environment being set up like mine (or even set up properly according to my instructions, but that's for another day). I *have* to load colors inside my programs if I expect them to work properly. So, as you can see, it's a bit of a problem.

At the moment I am working around this problem by "protecting" TVLCT commands like this:

```
IF !D.Name EQ 'PRINTER' THEN BEGIN
  Set_Plot, 'Z', /Copy
  TVLCT, theColor, theIndex
  Set_Plot, 'PRINTER', /Copy
ENDIF ELSE TVLCT, theColor, theIndex
```

But that seems like a lot of fluff for a single TVLCT command!

Maybe I'll just follow the same path I used when I had to write 25 lines of code every time I wanted to use a TV command, and just write my own color loading routine. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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