Rick Towler writes:

> On a similar note, how can you create a brand new color table file? I
> tried the obvious, setting the FILE keyword to a new file name and
> selecting an ITAB of 0(or 1 or 10 or 100) but that fails.
>
> Not a pressing issue, and the workaround was trivial (I already had a
> function that created the table so I simply create an instance of
> IDLgrPalette when the application starts) but I did find this annoying.
>   Also, I am sure I could copy the built in color table file and then
> modify that but it really seems like I should be able to create a shiny
> new color table file... Is it possible?

A standard color table file has a byte that tells you how many
color tables are in the file, and then three 256-byte vectors
with the red, green, and blue values. These are replicated by
as many color tables as there are in the file. The file is
stored in binary format. Should be fairly easy to duplicate. :-)

Cheers,

David

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