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Subject: Re: Does object graphics have true-color?  
Posted by [Rick Towler](#) on Thu, 28 Sep 2006 17:49:06 GMT  
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Object graphics on a

yy wrote:

- > In direct graphics, I can use the following to define my own colors:
- >  $cc=0.99*\tanh((\text{findgen}(\text{ncolors})/30-4.)/2.)/2+0.5$
- > `plots,[0,u],[0,v],[0,w], /t3d, $`
- > `color=256.^2*B(cc(c)*255.)+256.*G(cc(c)*255.)+R(cc(c)*255.)`

ummm. o.k.

- > Can I do the same thing in object graphics?
- > Does SetRGB in IDLgrPalette work in the
- > same way? Thank you!

Unless you specify otherwise, object graphics uses an RGB color model so you can define your colors however you wish. You'll probably find it easier to simply define your colors as an RGB triplet instead of as an index into a palette.

```
myPlot = OBJ_NEW('IDLgrPlot', FINDGEN(360), $
    SIN(FINDGEN(360)*!DTOR)*!RADEG, COLOR=[255,100,50]
myModel = OBJ_NEW('IDLgrModel')
myModel -> Add, myPlot
XOBJVIEW, myModel, /BLOCK
OBJ_DESTROY, myModel
```

-Rick

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