
Subject: Re: Questions about IDL 8.0

Posted by [David Fanning](#) on Wed, 24 Nov 2010 00:54:03 GMT

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David Fanning writes:

> Ah, I see. CTLOAD returns a 256x3 array, because that's
> what TVLCT expects. Makes sense I guess that new graphics
> is doing everything in a contrary fashion. Why leverage
> old code when you make people write everything from
> scratch? :-)
>
> Cheers,
>
> David
>
> P.S. I guess I'll add a NG keyword to flip things around
> so I can use the program where I need it. Thanks!

I just point out that FSC_Color has the same problem when returning a color triple. TVLCT expects a column vector and new graphics routines (in fact, all *object graphics* routines) require a row vector. (I had forgotten all about this, I guess.)

Anyway, the way the problem is solved in FSC_Color's case is that you can set the ROW keyword to get the color triple returned as a row vector instead of as a column vector.

```
IDL> aColor = FSC_Color('wheat', /Triple, /Row)
IDL> Help, aColor
  ACOLOR      INT      = Array[3]
IDL> bColor = FSC_Color('wheat', /Triple)
IDL> Help, bColor
  BCOLOR      INT      = Array[1, 3]
```

Cheers,

David

--

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
