Subject: Re: Questions about IDL 8.0
Posted by David Fanning on Wed, 24 Nov 2010 00:30:40 GMT

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Paulo Penteado writes:

> If your question is why it works with the first table, and not the
> second, I do not have an answer. I would not expect it to work with
> either, because 3 is the second dimension.
>
> I verified that both work when I use the transpose of what ctload
> returns.

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!

--
David Fanning, Ph.D.
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")