
Subject: Re: cgcolor, cgplot, and /WINDOW

Posted by [Michael Galloy](#) on Wed, 23 Mar 2011 23:49:30 GMT

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On 3/23/11 6:32 AM, David Fanning wrote:

- > Object graphics *forces* you to pass unambiguous colors
- > by requiring three-element arrays. But, this is so
- > "unnatural" to many users, that I think it has delayed
- > the acceptance of object graphics routines. I happen to
- > think color names are the "natural" way to specify
- > colors, but I am willing to live with some ambiguity
- > if it means more users will migrate to using better
- > and more useful software.

You can pass either a single index or a 3-element array for a color in object graphics. If you pass a single index, then the object uses its PALETTE property to lookup the actual color. Of course, now in IDL 8.0, you can say !color.red.

Mike

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