
Subject: Re: cgcolor, cgplot, and /WINDOW
Posted by [Foldy Lajos](#) on Wed, 23 Mar 2011 11:12:13 GMT
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Hi David,

On Tue, 22 Mar 2011, David Fanning wrote:

> So, the take home message is this. (1) Call the programs
> they way they were meant to be called, or (2) Swear off
> indexed color forever. I can assure you if you choose (2)
> life will be very, very pleasant for you. You may even
> come to understand how color works in IDL. :-)

I usually use 'BBGGRR'x numbers for 24-bit colors, as suggested by the IDL documentation. I use decomposed mode, but cgPlot still has some problems with it:

```
IDL> device, /decomposed
IDL> cgplot, dist(10), color='FF0000'x, /window ; blue, OK
IDL> cgplot, dist(10), color='00FF00'x, /window ; green, OK
IDL> cgplot, dist(10), color='0000FF'x, /window ; black, ???
IDL> cgplot, dist(10), color='005050'x, /window ; error
```

Traceback Report from CGPLOT:

```
% Attempt to subscript R with C2 is out of range.
% Execution halted at: COLORSAREIDENTICAL 121 colorsareidentical.pro
%          CGPLOT          384 cgplot.pro
%          FSC_WINDOW_COMMAND::DRAW 1512 cgwindow.pro
%          FSC_CMDWINDOW::EXECUTECOMMANDS 399 cgwindow.pro
%          CGWINDOW          2017 cgwindow.pro
%          CGPLOT          248 cgplot.pro
%          $MAIN$
cgPlot, p1, COLOR=value, NOERASE=value
```

It seems to be that cgPlot uses color tables even in decomposed mode. Or I am breaking your (1) rule simply :-)

regards,
Lajos

ps: after writing the above, I have found the solution: 24-bit colors must be specified as long numbers, '0000FF'xl and '005050'xl works.
