
Subject: Re: cgcolor load color to the current color table.
Posted by [David Fanning](#) on Wed, 26 Oct 2011 03:19:01 GMT
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Zhang Bo writes:

> when I use color = cgcolor('black'), it will load black in to color
> index 84, which mass up my following TV and colorbar. How to avoid
> this?

If you have an index, say 254, where you typically load drawing
colors, you can have cgColor load the black color there:

```
IDL> color = cgColor('black', 254)
```

It only chooses 84 as the color index in the absence of
other instructions. But, really, use decomposed color
all the time, so no colors ever have to be loaded
anywhere. :-)

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
