
Subject: Re: Question about using palettes with images and shader in object graphics

Posted by [M. Katz](#) on Tue, 12 Feb 2013 20:05:41 GMT

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Here I'll answer my own question definitively from the IDL Help on IDLgrImage (See the last line):

PALETTE

An object reference to a palette object (an instance of the IDLgrPalette object class) that specifies the red, green, and blue values of the color lookup table to be associated with the image if it is an indexed color image. This property is ignored if the image is a greyscale or RGB image.

Note: This table is only used when the destination is an RGB model device. The Indexed color model writes the indices directly to the device. In order to ensure that these colors are used when the image is displayed, this palette must be copied to the graphics destination's palette for any graphics destination that uses the Indexed color model.

Note: If a SHADER is associated with the image object, the palette is ignored.
