
Subject: Re: New free DLL for calling Python from IDL!
Posted by [Jason Ferrara](#) on Tue, 04 Mar 2014 00:06:24 GMT
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And to get colors of the wedges...

```
IDL> print, (p[0])[0].get_edgecolor()
    0.00000000    0.00000000    0.00000000    1.00000000
IDL> print, (p[0])[0].get_facecolor()
    0.60392157    0.80392157    0.19607843    1.00000000
IDL>
```

On Monday, March 3, 2014 6:40:29 PM UTC-5, Chris Torrence wrote:

> On Monday, March 3, 2014 4:37:09 PM UTC-7, ronk kling wrote:

>

>>> But here's a question for Jason or Ronn: once I've created the "p" object, it says it is a "tuple". Is there any way to get properties back out of the object? I tried the following:

>

>

>

> Yes. What I want to do is just:

>

> print, p.colors

>

> Then it will really look like IDL code, and we'll all be horribly confused. :-)

>

> -C
