Subject: Re: New free DLL for calling Python from IDL!
Posted by chris_torrence@NOSPAM on Tue, 04 Mar 2014 05:40:55 GMT
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On Monday, March 3, 2014 5:06:24 PM UTC-7, Jason Ferrara wrote:
> And to get colors of the wedges...
>
>
>
> IDL> print, (p[0])[0].get_edgecolor()
>
>   0.00000000   0.00000000   0.00000000   1.0000000
>
> IDL> print, (p[0])[0].get_facecolor()
>
>   0.60392157   0.80392157   0.19607843   1.0000000
>
> 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, ronn 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

Thanks Jason for the response! I'm having lots of fun playing with python & IDL.
-Chris