
Subject: Re: New Drawing Color Object
Posted by [davidf](#) on Wed, 10 Nov 1999 08:00:00 GMT
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Karri Kaksonen (karri.kaksonen@picker.fi) writes:

```
> I played around with your colour-object for a while.  
> One thing that strikes me is that you always have to  
> know the decomposed-state to use it correctly.  
>  
> Would it not be nice to add one more keyword like  
> /penColor that would work always:  
>  
> y = c->GetColor('yellow', /penColor)  
>  
> returns GetColor('yellow', /indexNumber) in decomposed=0 state  
> returns GetColor('yellow', /TrueColor) in decomposed=1 state  
>  
> Then this would always work:  
>  
> c=obj_new('DrawColors')  
> plot, findgen(11), $  
>   color=c->GetColor('yellow', /penColor), $  
>   background=c->GetColor('charcoal', /penColor)  
> obj_destroy, c  
>  
> And I would not have to keep track of anything :)
```

As you know, I try hard to write device independent code. And it is certainly my preference to make colors (and the TV command, for that matter) work independently of the decomposed state of the device. In fact, I wrote my GetColor program with just this idea in mind.

But it was the course you took in England just a couple of weeks ago that convinced me that pushing this idea in an object may be going just a bit too far, and that it is better to make the user responsible for knowing the decomposed state.

Here is why. One of the nice things about objects, of course, is that they are persistent. You create them with a certain property now and they maintain that property when you use them later. It is this delay between when you create something and use it that can cause some problems in the decomposed realm.

One of the problems several of us ran into in the course is that when we created our colors we were in one decomposed state, and when we used them we were in another. Now, of course, I can tell you the decomposed state at the moment you ask for a color, and if you always wrote code like this, I would have no trouble supplying the correct value. (At least, no trouble on a 24-bit display, but forget about that for the moment.)

```
Plot, data, Color=cobj->GetColor("yellow")
```

But what I can't help with is if you first did this:

```
yellow = cobj->GetColor("yellow")
```

And then **later** did this:

```
Plot, data, Color=yellow
```

Since there is absolutely no way for my program to get around this limitation, I've decided to make the user responsible for knowing what decomposed state they are going to be in when they **use** the colors, so they can make the proper selection of colors up front. In other words, I'm not going to be doing the guessing because I will inevitably guess wrong some of the time, thereby generating more e-mail than I have time to read. :-)

Humm. Having said all that, I now find that after 20 minutes of arguing against you, I now **agree** with you that some sort of keyword switch in the object might be useful for telling the object, "Hey, I **want** you to guess!" I think I'll add it right now. :-)

Cheers,

David

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Regards,

Karri Kaksonen
Picker Nordstar
