
Subject: Re: Getting the color pallette without calling LoadCT first
Posted by [davidf](#) on Mon, 20 Mar 2000 08:00:00 GMT
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Ricardo Fonseca (zamb@physics.ucla.edu) writes:

```
> I need to get the color table from one of the default IDL colortables. Right
> now I'm doing it like this:
>
> loadct, ct, NCOLORS = 256
> TVLCT, rr, gg, bb, /get
>
> I was wondering if there was a way to do this without actually loading the
> color pallette i.e. without calling loadct
```

You can use the Palette object:

```
theColors = Obj_New('IDLgrPalette')
theColors->LoadCT, ct
theColors, GetProperty, Red=r, Green=b, Blue=b
Obj_Destroy, theColors
```

Or, you can load and obtain the colors in the Z-buffer, which is a 256 color device. (This is what I used to do before objects.)

```
thisDevice = !D.Name
Set_Plot, 'Z'
LoadCT, ct, /Silent
TVLCT, r, g, b, /Get
Set_Plot, thisDevice
```

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Getting the color pallette without calling LoadCT first
Posted by [Martin Schultz](#) on Mon, 20 Mar 2000 08:00:00 GMT
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Ricardo Fonseca wrote:

```
>  
> Hi  
>  
> I need to get the color table from one of the default IDL colortables. Right  
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> TVLCT, rr, gg, bb, /get  
>  
> I was wondering if there was a way to do this without actually loading the  
> color palette i.e. without calling loadct  
>  
> Thanks in advance, Ricardo
```

not really. But why don't you do:

```
TVLCT, rold, gold, bold, /GET
```

```
loadct, ct, NCOLORS=256
```

```
TVLCT, rr, gg, bb, /GET
```

```
TVLCT, rold, gold, bold
```

which restores the original one with only two lines extra.

Also: if working on a 8 bit colordepth device you must be careful with
NCOLORS=256,
so perhaps you should select a different device before you do this
(off-hand I know of PS to always support 256 colors -- after
device,bits_per_pixel=8) but you could try others (e.g. the NULL device
??)

Cheers,
Martin

--

```
[[ Dr. Martin Schultz  Max-Planck-Institut fuer Meteorologie  [[  
[[ Bundesstr. 55, 20146 Hamburg  [[  
[[ phone: +49 40 41173-308  [[  
[[ fax: +49 40 41173-298  [[  
[[ martin.schultz@dkrz.de  [[  
[[
```
