Subject: Getting the current color table
Posted by inaki.ugarte on Tue, 06 Dec 2005 18:44:05 GMT

Hi,
is there any recent development in this previously asked question?
How do I get the color table number used by the last call to LOADCT? I
would prefer to do it in a general way, without having to call external
routines.
Cheers,
Inaki

Newsgroups: comp.lang.idl-pvwave
From: XXX
Date: Tue, 11 Nov 2003 14:37:52 -0000

Hi, perhaps you can help me here.

Is there a way that I (in the case, the program) can know which is the
current color table?

The program provides the function XLOADCT in which the user can change
the
color table. And I would like to know which one is in use. I have a
feeling
that that has to be somewhere, :). I tried to see if there is any
parameter
in XLOADCT and LOACT that provides me the number of the color table in
the
use. I believe that information is somewhere, but where? I looked also
in
the graphics system variables but I don't find it. Seems to have
everything
but the index of the color table in use.

Cheers

Subject: Re: Getting the current color table
Posted by rm on Mon, 12 Dec 2005 14:49:04 GMT

Well there are two things you could do:-

1) The quick way is to modify LOADCT. Add an extra COMMON block into
the code to store the table number then write a two line function to
return this value.

```
function whichct()

   common lastct, ct
   return, (n_elements(ct) eq 0) ? -1: ct

end
```

I'll leave it to others to dissuade you from this coarse. Though the Lord knows there are many RSI routines which could do with being written properly (MEAD, STDDEV, REFORM...)

2) The slow way is to reload the colour tables till you find a match

```
function whichct

   oldquiet=!quiet
   !quiet=1

   common colors, r0, g0, b0, r1, g1, b1

   if (n_elements(r0) eq 0) then return, -1

   r=r1
   g=g1
   b=b1
   for i=0, 40 do begin
     loadct, i
     if (array_equal(r,r1) and array_equal(g,g1) and array_equal(b,b1)) then goto, finish
   endfor

   i=-1

finish:

   !quiet=oldquiet
   return, i

end
```