
Subject: Re: Colors in Function Graphics?
Posted by [wlandsman](#) on Tue, 20 Sep 2011 16:24:17 GMT
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I assume it is

IDL> help,/str,!color

--Wayne

Subject: Re: Colors in Function Graphics?
Posted by [David Fanning](#) on Tue, 20 Sep 2011 16:33:42 GMT
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wlandsman writes:

> I assume it is
>
> IDL> help,/str,!color

Ah, I tried this:

IDL> Print, !Color

Should have known better. Thanks!

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Colors in Function Graphics?
Posted by [penteado](#) on Tue, 20 Sep 2011 16:33:55 GMT
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On Sep 20, 1:21 pm, David Fanning <n...@dfanning.com> wrote:
> Has anyone discovered a list of the possible color names
> you can use in function graphics?

There is a "Formatting IDL Graphics Symbols and Lines" page in the help. Not that it is easy to find. I go there by the link in "Using IDL Graphics", where I get either by a search or by the page of one of the functions.

Subject: Re: Colors in Function Graphics?

Posted by [Dick Jackson](#) on Tue, 20 Sep 2011 17:30:11 GMT

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On Sep 20, 9:33 am, David Fanning <n...@dfanning.com> wrote:

> wlandsman writes:

>> I assume it is

>

>> IDL> help,/str,!color

>

> Ah, I tried this:

>

> IDL> Print, !Color

>

> Should have known better. Thanks!

And possibly more convenient:

IDL> Print, Tag_Names(!Color)

Subject: Re: Colors in Function Graphics?

Posted by [Dick Jackson](#) on Tue, 20 Sep 2011 18:36:02 GMT

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On Sep 20, 10:30 am, Dick Jackson <d...@d-jackson.com> wrote:

> On Sep 20, 9:33 am, David Fanning <n...@dfanning.com> wrote:

>

>> wlandsman writes:

>>> I assume it is

>

>>> IDL> help,/str,!color

>

>> Ah, I tried this:

>

>> IDL> Print, !Color

>

>> Should have known better. Thanks!

>

> And possibly more convenient:

>

```
> IDL> Print, Tag_Names(!Color)
```

I see the !Color structure, with colour names as tag names, as less than ideal. To get at the colour triples, you have to use a FOR loop and dig into Advanced Structure Usage:

```
IDL> rgb=Bytarr(3, n_tags(!color))
IDL> for i=0,n_tags(!color)-1 do rgb[0,i]=(!color).(i)
IDL> tv,/true,rebin(rgb,[3,n_tags(!color)*4,50],/Sample) ; Show
swatches
```

To be more useful, it should have been initialized something like:
!ColorHandy = [{NAME: 'ALICE_BLUE', RGB: [240B, 248B, 255B]}, {...}]

Then you could get !ColorHandy.name for all the names, !ColorHandy.rgb for the [3, 147] array.

I've written a routine to make a !ColorHandy variable (suitable for inclusion in your startup file, or IDL's kernel, depending on your influence :-)... you're welcome to it, all rights absolved.

PRO InitColorHandy

```
; Makes system variable !ColorHandy, an array of structures, from
information
; extracted from !Color.
; - N_Elements(!ColorHandy) is the number of colors
; - !ColorHandy.name is StrArr(nColors) containing all the names
; - !ColorHandy.rgb is Bytarr(3, nColors) the RGB array.
```

```
nColors = N_Tags(!Color)
rgb = BytArr(3, nColors)
FOR colorI=0, nColors-1 DO rgb[0, colorI] = (!Color).(colorI)
DefSysV, '!COLORHANDY', Replicate({Name: "", RGB: BytArr(3)}, nColors)
!ColorHandy.name = Tag_Names(!Color)
!ColorHandy.rgb = rgb
```

END

Once this is run, the following is possible in one line:

```
IDL> tv,/true,rebin(!colorhandy.rgb,[3,n_elements(!colorhandy)*4, 50],/
Sample) ; Show swatches
```

Cheers,
-Dick

