
Subject: Coyote Graphics Interpretation of Long Integers
Posted by [David Fanning](#) on Sun, 25 Dec 2011 17:51:30 GMT
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Folks,

Merry Christmas!

While I'm waiting for the family to show up to open presents this morning, I've been doing a little work. :-)

One of the problems Coyote Graphics routines have had with legacy IDL code is interpreting LONG integers correctly as color table index numbers, rather than as numbers that can be decomposed into three separate colors.

I have solved this problem this morning by writing a new Coyote Graphics program, `cgDefaultColor`, which all the Coyote Graphics programs will take advantage of to obtain their color values (usually as a string that can be used with `cgColor` to get a color in a device independent way).

The input to `cgDefaultColor` can be a scalar or an array, and the data type can be undefined, byte, int, long, or string. You can learn more about it here:

<http://www.idlcoyote.com/idldoc/cg/cgdefaultcolor.html>

It should solve a number of problems that people have been having with `AL_Legend`.

You will need an updated Coyote Library:

http://www.idlcoyote.com/programs/zip_files/coyoteprograms.zip

Best Wishes for the New Year!

Cheers,

David

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