DFPaddpal/dpapal

intn DFPaddpal(char \**filename*, VOIDP *palette*)

|  |  |  |
| --- | --- | --- |
| filename | IN: | Name of the HDF file |
| palette | IN: | Buffer containing the palette to be written |
| Purpose | Appends a palette to a file. | | |
| Return value | Returns SUCCEED (or 0) if successful and FAIL (or -1) otherwise. | | |
| Description | If the named file does not exist, it is created and the palette written to it. The *palette* buffer should beat least 768 bytes in length. | | |
| FORTRAN | integer function dpapal(filename, palette) | | |
|  | character\*(\*) filename, palette | | |

DFPgetpal/dpgpal

intn DFPgetpal(char \**filename*, VOIDP *palette*)

|  |  |  |
| --- | --- | --- |
| filename | IN: | Name of the HDF file |
| palette | OUT: | Buffer for the returned palette |
| Purpose | Retrieves the next palette from file and stores it in the buffer *palette*. | | |
| Return value | Returns SUCCEED (or 0) if successful and FAIL (or -1) otherwise. | | |
| Description | The *palette* buffer is assumed to be at least 768 bytes long. Successive calls to **DFPgetpal** retrieve the palettes in the sequence they are stored in the file. | | |
| FORTRAN | integer function dpgpal(filename, palette) | | |
|  | character\*(\*) filename. palette | | |

DFPlastref/dplref

uint16 DFPlastref(void)

|  |  |
| --- | --- |
| Purpose | Returns the value of the reference number most recently read or written by a palette function call. |
| Return value | Returns the reference number if successful and FAIL (or -1) otherwise. |
| FORTRAN | integer function dplref( ) |

DFPnpals/dpnpals

intn DFPnpals(char \**filename*)

|  |  |  |
| --- | --- | --- |
| filename | IN: | Name of the file |
| Purpose | Indicates the number of palettes in the specified file. | | |
| Return value | Returns the number of palettes if successful and FAIL (or -1) otherwise. | | |
| FORTRAN | integer function dpnpals(filename) | | |
|  | character\*(\*) filename | | |

DFPputpal/dpppal

intn DFPputpal (char \**filename*, VOIDP *palette*, intn *overwrite*, char \**filemode*)

|  |  |  |
| --- | --- | --- |
| filename | IN: | Name of the file |
| palette | IN: | Buffer containing the palette to be written |
| overwrite | IN: | Flag identifying the palette to be written |
| filemode | IN: | File access mode |
| Purpose | Writes a palette to the file. | | |
| Return value | Returns SUCCEED (or 0) if successful and FAIL (or -1) otherwise. | | |
| Description | This routine provides more control of palette write operations than **DFPaddpal**. Note that the combination *filemode*=”w” and *overwrite*=1 has no meaning and will result in an error condition. To overwrite a palette, *filename* must be the same filename as the last file accessed through the DFP interface. | | |
|  | Valid values for *overwrite* are: 1 to overwrite last palette; 0 to write a new palette. | | |
|  | Valid values for *filemode* are: “a” to append the palette to the file and “w” to create a new file. | | |
|  | The *palette* buffer must be at least 768 bytes in length. | | |
| FORTRAN | integer function dpppal(filename, palette, overwrite, filemode) | | |
|  | character\*(\*) filename, palette, filemode | | |
|  | integer overwrite | | |

DFPreadref/dprref

intn DFPreadref(char \**filename*, uint16 *ref*)

|  |  |  |
| --- | --- | --- |
| filename | IN: | Name of the file |
| ref | IN: | Reference number to be used in next **DFPgetpal** call |
| Purpose | Retrieves the reference number of the palette to be retrieved next by **DFPgetpal**. | | |
| Return value | Returns SUCCEED (or 0) if the palette with the specified reference number exists and FAIL (or -1) otherwise. | | |
| Description | Used to set the reference number of the next palette to be retrieved. | | |
| FORTRAN | integer function dprref(filename, ref) | | |
|  | character\*(\*) filename | | |
|  | integer ref | | |

DFPrestart/dprest

intn DFPrestart( )

|  |  |
| --- | --- |
| Purpose | Specifies that **DFPgetpal** will read the first palette in the file, rather than the next unread palette. |
| Return value | Returns SUCCEED (or 0) if successful and FAIL (or -1) otherwise. |
| FORTRAN | integer function dprest( ) |

DFPwriteref/dpwref

intn DFPwriteref(char \**filename*, uint16 *ref*)

|  |  |  |
| --- | --- | --- |
| filename | IN: | Name of the file |
| ref | IN: | Reference number to be assigned to the next palette written to a file |
| Purpose | Determines the reference number of the next palette to be written. | | |
| Return value | Returns SUCCEED (or 0) if successful and FAIL (or -1) otherwise. | | |
| Description | The file name is ignored. The next palette written, regardless of the filename, is assigned the reference number *ref*. | | |
| FORTRAN | integer function dpwref(filename, ref) | | |
|  | character\*(\*) filename | | |
|  | integer ref | | |