## DFPaddpal

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

| | | |
|---|---|---|
| *filename* | IN: | Name of HDF file |
| *palette* | IN: | 768-byte space with palette |

**Purpose** Appends a palette to a file.

**Return value** Returns `SUCCEED(0)` if successful and `FAIL(-1)` otherwise.

**Description** If the named file does not exist, it is created and the palette written to it.

**FORTRAN**

```
integer function dpapal(filename, palette)
   character*(*)  filename
   <valid type>   palette(*)
```

# DFPgetpal

# dpgpal

## DFPgetpal

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

| | | |
|---|---|---|
| *filename* | IN: | Name of HDF file |
| *palette* | OUT: | 768-byte space for palette |

Purpose — Gets the next palette from file and store it in the array palette.

Return value — Returns `SUCCEED(0)` if successful and `FAIL(-1)` otherwise.

Description — The array *palette* is assumed to be allocated at least 768 bytes. Successive additional calls to **DFPgetpal** retrieve the palettes in the file in the sequence in which they are stored.

FORTRAN

```
integer function dpgpal(filename, palette)
   character*(*)  filename
   <valid type>   palette(*)
```

## DFPlastref

```
intn DFPlastref()
```

| | |
|---|---|
| Purpose | Determines 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(-1)` otherwise. |
| Description | Returns the value of the reference number most recently read or written |
| FORTRAN | `integer function dplref()` |

# dpnpals

## DFPnpals

```
intn DFPnpals(char *filename)
```

| | | |
|---|---|---|
| *filename* | IN: | Name of HDF file |

| | |
|---|---|
| Purpose | Tells how many palettes are present in a file. |
| Return value | Returns the number of palettes if successful and `FAIL(-1)` otherwise. |
| Description | Indicates number of palettes in a file. |
| FORTRAN | `integer function dpnpals(`*filename*`)`<br>`  character*(*)  `*filename* |

## DFPputpal

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

| | | |
|---|---|---|
| *filename* | IN: | Name of HDF file |
| *palette* | IN: | 768—byte space for palette |
| *overwrite* | IN: | Use "1" to overwrite last palette; use "0" to write a new palette |
| *filemode* | IN: | If "a", append palette to file; if "w", create new file |

Purpose — Writes a palette to file.

Return value — Returns SUCCEED(0) if successful and FAIL(-1) otherwise.

Description — This routine provides more control than **DFPaddpal**. Note however, that the combination *filemode*="w" and *overwrite*=1 has no meaning and will generate an error. To overwrite a palette, filename must be the same filename as the last file accessed through the DFP interface.

FORTRAN

```
integer function dpppal(filename, palette, overwrite,
filemode)
    character*(*)  filename
    <valid type>   palette(*)
    integer        overwrite
    character*(*)  filemode
```

# DFPreadref

# dprref

## DFPreadref

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

| | | |
|---|---|---|
| *filename* | IN: | Name of HDF file |
| *ref* | IN: | Reference number to be used in next **DFPgetpal** call |

Purpose: Sets the reference number of the palette that **DFPgetpal** will retrieve next.

Return value: Returns SUCCEED(0) if palette with specified reference number exists and FAIL(-1) otherwise.

Description: Sets the reference number for the next palette to be retrieved.

FORTRAN

```
integer function dprref(filename, ref)
   character*(*)  filename
   integer*2      ref
```

# dprest

## DFPrestart

```
intn DFPrestart()
```

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

# DFPwriteref

# dpwref

## DFPwriteref

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

| | | |
|---|---|---|
| *filename* | IN: | Name of HDF file |
| *ref* | IN: | Reference number to be assigned to the next palette written to a file |

**Purpose** Sets the reference number of the next palette to be written.

**Return value** Returns `SUCCEED(0)` if successful and `FAIL(-1)` otherwise.

**Description** Sets the reference number for the next palette to be written. The `filename` 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*2      ref
```