DFPaddpal/dpapal

intn DFPaddpal(const char **filename*, const 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(const 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(const 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 (const char **filename*, const VOIDP *palette*, intn *overwrite*, const 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 controlof 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(const 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 **DFPget-pal**.

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(const 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
```