

# H5IM\_MAKE\_PALETTE

[Expand all](#) [Collapse all](#)

- [Jump to ...](#)
- [Summary](#)
- [Description](#)
- [Example](#)
- [Switch language ...](#)
- [C](#)
- [C++](#)
- [FORTRAN](#)
- [JAVA](#)

[Summary](#)  
[Description](#)  
[Example](#)  
[JAVA](#)  
[FORTRAN](#)  
[C++](#)  
[C](#)

# H5IM\_MAKE\_PALETTE

Creates and writes a palette.

## Procedure:

H5IM\_MAKE\_PALETTE(*loc\_id*, *pal\_name*, *pal\_dims*, *pal\_data*)

## Signature:

```
herr_t H5Immake_palette( hid_t loc_id, const char *pal_name, const hsize_t *pal_dims, const unsigned char *pal_data )
```

```
subroutine h5immake_palette_f(loc_id, dset_name, pal_dims, buf, errcode)
  implicit none
  integer(HID_T), intent(IN) :: loc_id           ! file or group identifier
  character(LEN=*), intent(IN) :: dset_name     ! name of the dataset
  integer(HSIZE_T), intent(IN), dimension(*) :: pal_dims
                                              ! dimensions
  integer*1, intent(IN), dimension(*) :: buf   ! 1 byte integer data buffer
  integer :: errcode                          ! error code
end subroutine h5immake_palette_f
```

## Parameters:

<i>hid_t</i> <i>loc_id</i>	IN: Identifier of the file or group to create the dataset within.
<i>const char</i> * <i>pal_name</i>	IN: The name of the palette.

<code>const hsize_t *pal_dims</code>	IN: An array of the size of the palette dimensions.
<code>const unsigned char *pal_data</code>	IN: Buffer with data to be written to the dataset.

**Description:**

`H5IMmake_palette` creates and writes a dataset named `pal_name`. Attributes conforming to the HDF5 Image and Palette specification are attached to the dataset, thus identifying it as a palette. The palette data is of the type `H5T_NATIVE_UCHAR`.

**Returns:**

Returns a non-negative value if successful; otherwise returns a negative value.

**Example:**

Coming Soon!

--- Last Modified: December 04, 2017 | 07:20 AM