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Subject: Re: cyclic colour tables?

Posted by [James Kuyper](#) on Mon, 23 Sep 2002 16:23:00 GMT

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M wrote:

>

> Cheers David,

> This may be a bit of a daft question, but how do i get around the limit of  
> 60 elements in the LEVELS keyword for contour? I assume if i could set this  
> high enough (ie a lot greater than 60) then i would have the resolution i  
> need and the colours would cycle automatically (through C\_COLORS right?),  
> but it won't let me go above 60... :-(

Are you sure that contours are the right approach? Much more than 60 different contours is going to be very hard to follow by eye. If you want to use that many different discrete levels, you might be better off converting your raw data into discrete integer levels:

```
discrete_data = FIX( (continuous_data+offset)/bin_size )
```

and just displaying it directly, rather than trying to draw the lines separating the levels. If your array is too small to make decent 'tv' output, you might want to rebin it (before discretizing it, not after).

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