Subject: Re: How color my wind vectors?
Posted by R.G. Stockwell on Wed, 29 Sep 2004 18:57:03 GMT
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"Ce" <cecilik@yahoo.com> wrote in message news:5af4d059.0409290051.593c57e1@posting.google.com...

- > Thanks, I'm trying velovect\_color.pro and finally my vectors are
- > coloured.
- > I've another question about my coloured vectors:
- > I run velovect color with colortable 39 (rainbow+white) so wind low-->
- > blue tonality wid high --> red.
- > My vectors are colored with red tonality, but the velocity is very
- > low. Where am I wrong? How do I obtain this colortable?
- > Sorry but I'm beginner about IDL.
- > Thanks a lot for you help.

Not sure what the problem is exactly, but I guess that the problem is that the example code I sent scales the velocity from 0 to 255 (which are your color table indexes) so that color=255 (red) is the maximum value of your velocities, regardless of what that velocity's numerical value is.

If you want to have a certain scale (i.e. 0 m/s = blue and 100 m/s = red) then just scale the velocities in that way. (i.e. speed = speed/100\*255 or something like that, instead of speed = speed/max(speed)\*255)

Cheers, bob