
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. $\text{speed} = \text{speed}/100*255$ or something like that, instead

of $\text{speed} = \text{speed}/\text{max}(\text{speed})*255$)

Cheers,

bob
