Subject: Elevation Shading
Posted by Jim Harwell on Fri, 14 Jan 2005 16:32:43 GMT
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I am using Dave Fanning's code to shade a 3D elevation.

At present the elevations fade from:
BLUE through GREEN through RED through YELLOW

with the
HIGHEST value represented as YELLOW, the
LOWEST as BLUE and the
MIDPOINT as RED.

This always occurs regardless of the input values.
i.e. if max & min are 255 and 0 respectively, they will be represented by yellow & blue respectively.
likewise, if max & min are 155 and 55 respectively, they will be represented by yellow & blue respectively.

What I want is that the output color correlates directly with the input value.
i.e. if max & min are 255 and 0 respectively, they will be represented by yellow & blue respectively.
but if max & min are 155 and 55 respectively, they will be represented by for instance red & green respectively.

There must be some kind of scaling/normalization going on but I can't locate the code responsible - can anybody help me out/tell me where to correct it?

This may be partly responsible:

```
thisSurface = OBJ_NEW('IDLgrSurface', data, x, y, $
Color=[255,255,255], _Extra=extra, Style=style, $
Shading=shading, Hidden_Lines=hidden_lines)
s = Size(data, /Dimensions)
thisSurface->SetProperty, Vert_Colors=Reform(BytScl(data, /NAN),
s[0]*s[1]), $
   Palette=thisPalette
```