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Subject: New Color Table Loading Tool

Posted by [David Fanning](#) on Tue, 30 Oct 2007 17:19:53 GMT

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Folks,

After nearly 20 years of being vexed and annoyed by LOADCT I finally, today, created a new color table loading tool that works the way I want it to. It is named, appropriately enough, CTLOAD. (I can't tell you which straw broke the camel's back, or why today. Life is a mystery.) You can find it here:

<http://www.dfanning.com/programs/ctload.pro>

This is a drop-in replacement for LOADCT, so you can use all the normal keywords, etc. But, in addition, a REVERSE keyword is supplied so that the color table can be reversed before it is loaded. Also, a CLIP keyword allows the user to clip the normal color table vectors at either end of the original color vector, prior to loading.

I find the latter functionality particularly useful when I want a reduced number of colors (perhaps for contouring), but I want to eliminate the black and white colors so commonly found at either end of most IDL color tables.

For example, suppose I wanted to create a color table that displayed negative values with red-temperature values and positive values with blue-temperature values, and I would like the red-temperature values to be reversed in the color table (so dark colors adjoin in the color table and indicate values near zero). I can do this:

```
CTLoad, 0
CTLoad, 3, /REVERSE, CLIP=[32,240], BOTTOM=1, NCOLORS=10
CTLoad, 1, CLIP=[64, 245], BOTTOM=11, NCOLORS=10
Colorbar, NCOLORS=20, BOTTOM=1, DIV=10, RANGE=[-10,10]
CINDEX
```

But, the nicest thing about CTLOAD is that *\*all\** color table loading is handled silently. Yes!!

Cheers,

David

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Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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