
Subject: Re: How to load a customized color table?

Posted by [David Fanning](#) on Mon, 12 Jan 2009 18:51:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Spon writes:

> On Jan 12, 9:26=A0am, RussellGrew <russell.g...@gmail.com> wrote:

>> g[*] =3D 0.

>>

>> may be more appropriate.

>

> Also completely unnecessary, as IDL will set all elements of a newly
> created array to 0 by default unless you use the /NoZero keyword. I'm
> also not sure what that common block is doing there, or the double
> precision numbers that get turned into bytes anyway.

>

> This is how I'd write such a procedure:

>

> ***

>

> ; OldRGB is an output variable that
> ; returns the previous colour table values

> PRO LOADREDBLUE, OldRGB

> ; Store current colour table

> TVLCT, OldRGB, /GET

> ; Generate new colour table values

> R =3D [2B*REVERSE(BINDGEN(128)), BYTARR(128)]

> G =3D BYTARR(256)

> B =3D [BYTARR(128), 2B*BINDGEN(128)]

> ; And load them

> TVLCT, R, G, B

> PRINT, 'Loading table: Red-Black-Blue'

> RETURN

> END

>

> ***

>

> So if you cared about turning your old colour table back on after your
> call, you could use the procedure like in this example:

> IDL> Device, Decomposed =3D 0

> IDL> Image =3D Dist(256)

> IDL> LOADREDBLUE, Previous ; load your custom table. The 'Previous'
> variable contains the old table's values.

> IDL> TVSCL, Image ; display the image

> IDL> TVLCT, Previous ; reload the old table

> IDL> Window, /Free & Plot, Image ; using previous colour table in a
> new window

>

> And if you don't care what the previous colour table looked like, just
> type:
> IDL> LOADREDBLUE
> and you're away (assuming that, again, you've turned off decomposed
> colours)
> IDL> TV, Bindgen(256,256)

Yeah, I'd do it like this:

```
IDL> CTLoad, 22, /Brewer
```

Of course, that goes through white rather than black, but
that's better for the...uh, old folks who might be looking
at your plot. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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