Subject: Re: isurface with custom palette
Posted by gg on Tue, 12 Jan 2010 16:12:19 GMT
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Thanks a lot! This is exactly what I needed. Now, if I am not asking
too much, I would like to know if is posible to insert colorbar with
data_colors values but not as specified by the RGB_TABLE keyword?

Thank you very much for your support,
Goran

On Jan 11, 6:53 pm, pp <pp.pente...@gmail.com> wrote:
> On Jan 11, 2:34 pm, gg <qonq...@googlemail.com> wrote:
>
>
>
>> I would like to visualize elevation data with iSurface tool using
>> following vector for levels
>> levels =
>> [-1000,1,25,50,100,150,250,350,500,750,1000,1250,1500,1750,2 000,2500,3000]
>> i.e. values lower than 1 with light blue color, then green for values
>> between 1-25, and so on continuing with yellow, brown, up to value
>> 3000, and white for values above. Below is the code which I am trying
>> to use for that purpose, but it seems that I am missing something.
>
>> pro topo3d
>> device, decom=0
>> rgb_table = bindgen(256,3)
>> rgb_table[0:17,0]=
>> [000,140,000,040,080,120,160,200,255,230,200,170,145,120,090 ,135,180,255]
>> rgb_table[0:17,1]=
>> [000,140,100,125,150,175,200,225,255,220,180,150,110,075,040 ,110,180,255]
>> rgb_table[0:17,2]=
>> [000,255,000,000,000,000,000,000,000,000,000,000,000,000,000,000 ,090,180,255]
>> levels =
>> [-1000,1,25,50,100,150,250,350,500,750,1000,1250,1500,1750,2 000,2500,3000]
>> data = hanning(200,200)*3000
>> isurface, data, RGB_TABLE=rgb_table,texture_image=bytscl(data),
>> vert_colors=levels
>> end
>
>> Could you please be so kind and provide me some hints how to produce
>> figure with surface using custom palette for various levels?
>
> One way is to replace your isurface line with
>
> data_colors=value_locate(levels,data)
> isurface,data,rgb_table=rgb_table,vert_colors=data_colors

>
> The vert_colors must contain either the RGB triples, or the indexes
> into the given colortable of each vertex. Since you already provide
> the colortable through the rgb_table keyword, it is easier to provide
> the indexes in vert_colors. You were passing levels, which was being
> interpreted as a set of colortable indexes, that was used cyclically
> because it was smaller than the number of vertices.
