Subject: Re: Making Color bar from Density Slice
Posted by kamal on Fri, 17 Sep 2010 14:32:12 GMT
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> I'm not completely sure what you're doing but in ENVI 4.5 at least you
> can import a Colour table from an ASCII file in the ENVI Color Table
> (see File - Preferences -Display Defaults - Edit System color tables)
>
> Max

Thank you Max for your reply.
What I want to do is actually give colors to a ice surface temp image.
The actual temp range is from 230 to 310(K). But I'd like to give an
interval of 3K and segment the range up to 271K with the last segment
taking color for temp range beyond 271K also. I did this using the
Density Slice in ENVI. Now the problem is I have given some other
values to Land and Cloud pixels, to be precise 50.00 and 25.00
respectively. What a actually want to do is to plot the color bar such
that the range starts from 230K and goes up to 271K omitting the
ranges below 230K. I'm trying this using the Color Ramp in Annotation
option in Overlay. Whenever I give the Min value of 230K it will take
it as the lowest value but the color will not change accordingly. I am
attaching the structure of the Density Slice I'm using to give the
colors to different temp ranges. Please help me out.

ENVI Density Slice Range File

0.00000000	0.00000000	255	255	255
25.000000	25.000000	212	230	225
50.000000	50.000000	255	0	0
230.00000	250.00000	163	242	252
250.00000	253.00000	195	230	253
253.00000	256.00000	138	205	248
256.00000	259.00000	72	182	254
259.00000	262.00000	2	133	243
262.00000	265.00000	3	84	202
265.00000	268.00000	0	39	162
268.00000	271.00000	2	0	78
271.00000	310.00000	198	198	198

The 0 values denote NoData pixels.
I hope somebody will kindly get me some solution in this.
Thnx agan

Kamal