
Subject: Re: Making Color bar from Density Slice
Posted by [kamal](#) on Tue, 21 Sep 2010 12:11:22 GMT
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On Sep 17, 7:32 pm, kamal <kamaljit.rajku...@gmail.com> wrote:

>> 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 I 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 again

>

> Kamal

Solved! It was quite easy and was there in Annotation itself.
