Subject: Re: CG Elevation image + arbitrary discrete colorbar
Posted by DavidF[1] on Fri, 30 Mar 2012 20:12:06 GMT
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Matteo wrote:

> Dave, thank you. If I do what you suggested, Himalaya comes out in
> between 1800 and 2000m, and most of the world's oceans at 200-400
> m. :-|
> Nothing is black or white.
>
> I guess Nata's way is the hard way but I thought this is what OOB_Low
> and OOB_High were for?

Well, this was a pretty ill-formed question. Maybe you are looking
for something like this, where I arbitrarily scale the data between
-400 and 9000 meters:

```
image = cgdemodata(7)
image = scale_vector(Float(image), -400.0, 9000.0)
belowSeaLevel = Where(image LT 0.0, belowCnt)
above6000meters = Where(image GT 6000.0, aboveCnt)
scaledImage = BytScl(image, MIN=0, MAX=6000, TOP=9) + 2B
IF belowCnt GT 0 THEN scaledImage[belowSeaLevel] = 1B
IF aboveCnt GT 0 THEN scaledImage[above6000Meters] = 12B

tvlct, cgcolor('black', /Triple), 1
cgLoadCT, 33, NColors=10, Bottom=2
tvlct, cgColor('white', /Triple), 12

cgDisplay, color='gray'
cgimage, scaledImage, position=[0.1, 0.1, 0.9, 0.75], /Keep
cgColorbar, NColors=10, Bottom=2, oob_Low=1, oob_High=12, $
   Divisions=10, Range=[0,6000], /Discrete
END
```

Cheers,

David

P.S. My news provider is failing me! No news for days now. Resorting to Google Groups. :-(