
Subject: Re: CG Elevation image + arbitrary discrete colorbar
Posted by [DavidF\[1\]](#) on Fri, 30 Mar 2012 17:54:56 GMT
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Matteo write:

- > I've checked many of David's links and I seem to find all pieces for a
- > little problem I'm trying to solve...still I can't manage to glue them
- > together properly.
- > I'm trying to scale an image between arbitrary min and max values,
- > with an arbitrary number of levels, and getting the proper (discrete)
- > colorbar associated with it. I'm trying to use the new OOB_* options
- > to leave values < min in one color and values > max of another.
- >
- > In the example below, I'd for example to have 10 levels between 0 and
- > 3000m, and elevations <0 set to black and elevations > 2000 set to
- > white.
- >
- > I'm also trying to get the same result using bytscl and scale_vector.
- >
- > Does anybody have any suggestions?
- >

Add a BOTTOM=1 keyword to your cglImage command.

Cheers,

David
