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Subject: Automated Map colors

Posted by [wlandsman](#) on Mon, 30 Jul 2012 22:29:08 GMT

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I have a program that creates connected filled polygons. It ends up looking like a map where each country is in a different color (or at least countries that border on each other have a different color). Right now I choose my colors by getting an array of color names from `cgcolor(/names)`, and randomly assigning a color to each polygon. Sometimes this looks OK, and sometimes it looks, um, like the colors were chosen at random. Anyone have any suggestions on how to intelligently pick colors for a map? There are about 50 polygon regions, but their sizes and location can change on each iteration.

Thanks, --Wayne

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