
Subject: how to set density slice color using the IDL new graphic

Posted by [titan](#) on Wed, 18 Sep 2013 13:12:05 GMT

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Hi all,

I'm trying to create a widget where after reading an image it appears and clicking on a butt from gray scale it would turn in an image with only 5 colors one fore each class I have in the image. the image is a gray scale byte array[600,600] where the pixels have this values=63, 127,191,254,0

I would like to associate a specific color to each of these values

with the old graphic system I did in this way:

```
PRO read_tiff_widget_density_slice,event
  WIDGET_CONTROL,event.top, GET_UVALUE=status
```

```
  LoadCT, 0, NColors=254
  ;; example: 255, 0, 0,    255  ; Red in index 255
```

```
  DEVICE, DECOMPOSED=0
  white=WHERE(status.img EQ 63, count)
  IF count NE 0 THEN BEGIN
    TVLCT,255,255,255, 63
    status.img[white]=63
  ENDIF
```

```
  green=WHERE(status.img EQ 127, count)
  IF count NE 0 THEN BEGIN
    ; print, 'count green', count
    TVLCT,0,255,0, 127
    status.img[green]=127
  ENDIF
```

```
  ...
  ...
  ...
```

(the same for all the values)

```
  TV,status.img
  WIDGET_CONTROL, event.top, SET_UVALUE=status
```

```
END
```

and the "status" variable is defined as follows:

where "img" is the image

```
status={fname_map:fname_map,$  
        map_name_field:map_name_field,$  
        img:img,$  
        lon:lon,$  
        lat:lat}
```

If I try to use the same approach with the new graphic it does not work anymore and I'm not able to find a workaround.

I hope my problem is clear..

do you have any suggestions??

thanks in advance

cheers
