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

Posted by [David Fanning](#) on Wed, 18 Sep 2013 13:26:48 GMT

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titan writes:

- > 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:
  
- > 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??

I was taking an ENVI class last week when the rain started and the class had to be aborted half way though. But, we did talk about density slicing, and I thought this would be a great tool for the Coyote Library. I don't know how to do this with function graphics, but if you find you have to resort to direct graphics again, I would suggest doing this with Value\_Locate rather than the Where function. It will be MUCH faster for you. :-)

[http://www.idlcoyote.com/code\\_tips/partition.html](http://www.idlcoyote.com/code_tips/partition.html)

[http://www.idlcoyote.com/code\\_tips/valuelocate.html](http://www.idlcoyote.com/code_tips/valuelocate.html)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")

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