
Subject: Re: Color bar colors not matching Image colors

Posted by [David Fanning](#) on Thu, 23 Jan 2014 21:03:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Travis Fischer writes:

> I'm having trouble getting colors in a 2D data array to agree with my colorbar range. How can I set a Min and Max value for colors in an image without requiring the data be scaled to use the whole range?

>

> i.e. My color bar goes from -500 (blue) to 500 (red) and the values in the field only range between 100 and 400. How do I set the colors in the field to match their corresponding colors in the colorbar? I know they are not currently corresponding because I am getting blue colors in field even though there are no negative values.

>

> I tried setting Min = -500 and Max = 500 in the cgimage command, but it did not seem to make a difference.

>

> I'm sure there is some simple oversight here, but I'm not finding it.

Humm. Quite a bit going wrong here. :-)

Basically, to display color images this way your image has to be scaled into no more than 256 colors. To make your color bar match your image, it has to use the same colors you use to display the image. I would recommend you use **less** than 256, since it appears you want some colors for other things (like the missing data).

You will be further ahead if you learn how to scale your data yourself, rather than letting programs like cgImage do it for you. This will allow you to understand what programs that **do** scale your data have to cope with. In this case, you can't have your cake and eat it, too. In other words, you can't use 256 colors for your image AND use another color for the missing data. There are ONLY 256 colors.

Suppose you decided to use 250 colors for your image. That would allow you to use 6 colors for other things. You could scale your data like this:

```
velarrayScaled = BytScl(velarray, MIN=-500, MAX=500, TOP=249)
```

Now your data is scaled into the range 0 to 249, or 250 colors. If you wanted to use a missing color, you could assign it the value of, say, 252.

```
indices = Where(velarray EQ 0., count)
IF count GT 0 THEN velarrayScaled[indices] = 252
```

Now, you can load your colors for this display.

```
cgLoadCT, 34, NColors=250
```

Now, display your data:

```
cgImage, velarrayScaled, MISSING_VALUE=252, MISSING_INDEX=252, $  
MISSING_COLOR='charcoal', ...
```

Not sure what you are doing with the Plot command. Erasing the image you just put in the window is what it looks like to me. All of that can be done with keywords to cgImage, if you are interested.

Finally, display a color bar that uses the same colors as the image.

```
cgColorbar, NColors=250, Range=[-500, 500], ...
```

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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