Subject: Re: Colors for the Color Blind Posted by Jim Pendleton on Sat, 17 Jan 2015 05:00:29 GMT View Forum Message <> Reply to Message

```
On Friday, January 16, 2015 at 4:42:12 PM UTC-7, David Fanning wrote:
> Folks,
>
> Paul Krummel has convinced me that even the color blind need to use
> colors when they engage in data visualization. To help them out, Paul
> has suggested a dozen specific colors and two additional color tables
> that he finds helpful in this regard. You will find a discussion of this
> topic here:
>
     http://www.sron.nl/~pault/
>
>
> I have added the 12 colors in the last line of Figure 3 in the reference
> above. I have named the colors in the most unimaginative way as
> CG1...CG12. You can find these colors in cgColor. And you can see the
> colors in the last column of cgPickColorName:
>
    void = cqPickColorName()
>
>
 I have also added two color tables to the fsc_brewer.tbl file. These are
> not strictly Brewer color tables, but I had already added a couple of
> other useful color tables to that file and I saw no reason to establish
> a new precedent. Paul called these color table "sunset" and "rainbow".
> Since there is already a rainbow color table in IDL, I have named this
> color table "cgRainbow."
>
  The easiest way to update is to get a new version of the Coyote Library:
>
>
     http://www.idlcoyote.com/programs/zip_files/coyoteprograms.z ip
>
>
  Or, you can update the following files:
>
>
    http://www.idlcovote.com/programs/fsc brewer.tbl
>
    http://www.idlcoyote.com/programs/cgcolor.pro
>
    http://www.idlcoyote.com/programs/cgpickcolorname.pro
>
    http://www.idlcoyote.com/programs/cgloadct.pro
>
>
> 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.")
```

Or you could get all of us who suffer this affliction a pair of these glasses!

http://www.huffingtonpost.com/2015/01/13/color-blindness-cor recting-glasses_n_6446094.html

Sometimes problems are best solved with hardware. Not often, but sometimes.

Jim P.