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Subject: Re: Coloring labelled regions (or states)

Posted by [David Fanning](#) on Tue, 06 Oct 2015 16:20:13 GMT

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David Fanning writes:

>  
> Helder writes:  
>  
>> Thanks David, I'll try that and see. I thought that there would be some clever algorithm based on distances between center of masses and number of neighbors...  
>  
> I'm sure there is. And, it probably works about as well as assigning  
> random colors. :-)

With sufficient colors and a limited number of "connections" between regions, I can envision an algorithm that removes "neighboring" colors from a list of colors, before picking one at random. This is guaranteed to be slow, though, depending upon how many regions you have. And, a lot of paperwork to keep track of. I'd definitely give random a shot first.

Maybe random with color removal? Assign a random color. Remove that from the list of colors, assign the next random color from the shortened list, etc. Rinse and repeat. I can still envision situations that it wouldn't work with.

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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