Subject: Re: Inverting colourtable
Posted by btt on Thu, 05 Jul 2001 13:07:00 GMT
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Hi,

You can use the TVLCT procedure to get and then set the colors...

```
IDL> tvlct, r,g,b, /get
IDL> help, r,g,b
R               BYTE      = Array[256]
G               BYTE      = Array[256]
B               BYTE      = Array[256]
IDL> tvlct, reverse(r), reverse(g), reverse(b)
```

Ben

Simon de Vet wrote:
>
> I've been printing a lot of filled contour maps using the B&W colour
> table (CT#0). This was great when I had mostly white or light grey
> values, but lately I've been in the black, and this seriously eats up
> the toner.
>
> Is there an quick and easy way to reverse the colours in a colourtable?
>
> -- Simon

--
Ben Tupper
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btupper@bigelow.org

Subject: Re: Inverting colourtable
Posted by Simon de Vet on Thu, 05 Jul 2001 13:13:24 GMT
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Ben Tupper wrote:

> Hi,
>
> You can use the TVLCT procedure to get and then set the colors...
>
> IDL> tvlct, r,g,b, /get
> IDL> help, r,g,b

> R BYTE = Array[256]
> G BYTE = Array[256]
> B BYTE = Array[256]
> IDL> tvlct, reverse(r), reverse(g), reverse(b)

Will this still work for postscript output? I'm not doing any of my visualization on screen.

-- Simon

Subject: Re: Inverting colourtable
Posted by david[2] on Thu, 05 Jul 2001 14:21:07 GMT
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Simon de Vet writes:

> Will this still work for postscript output? I'm not doing any of my
> visualization on screen.

Sigh... Probably not.

I'm guessing you don't really know what color indices you are using to draw your filled contour colors in. If you did (and you should), you probably wouldn't be asking this question, since the answer would be so simple: reverse the numbers!

I'd leave the color table alone (it will be decades before color is needed on computers anyway) and do something like this. Suppose you have 20 contour levels you intend to visualize:

```
nsteps = 20
LOADCT, 0, NColors=20, Bottom=1
step = (Max(data) - Min(data)) / nsteps
nlevels = Indgen(nsteps) * step + Min(data)
Contour, data, Levels=nlevels, /Fill, $
  C_Colors=Reverse(Indgen(nsteps)+1)
```

That will work *everywhere*. :-)

Cheers,

David

--

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