Subject: Re: How to dispaly one image with different color tables?
Posted by Benjamin Hornberger on Tue, 24 May 2005 11:41:16 GMT
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envi35@yahoo.ca wrote:
> Hello,Could you give me some help on the following problem --
> I want to use different color tables to display different parts of an
> image.

http://www.dfanning.com/color_tips/twocolortables.html

> My image (intarr(700*700) includes 3 parts: ocean (=999),
> land(=900), several ROIs on land (=0~100). I'd like my ocean to be
> white, land to be yellow, and ROIs to be displayed using the Blue-red
> color table.

Note that you will have to byte-scale the image before display, so your
image values will change.

If you want to build your own color table:

http://www.dfanning.com/color_tips/create_colortable.html

Also skim through

http://www.dfanning.com/documents/tips.html

and you'll find many other useful stuff.

Good luck,
Benjamin

Subject: Re: How to dispaly one image with different color tables?
Posted by Ken Mankoff on Tue, 24 May 2005 13:15:13 GMT
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On Tue, 23 May 2005, envi35@yahoo.ca wrote:
> Hello,Could you give me some help on the following problem -- I
> want to use different color tables to display different parts of
> an image. My image (intarr(700*700) includes 3 parts: ocean
> (=999), land(=900), several ROIs on land (=0~100). I'd like my
> ocean to be white, land to be yellow, and ROIs to be displayed
> using the Blue-red color table. I've been trying for sometime with
> no luck. Could you give me some hints or at least tell me is it
> possible with IDL direct graphics?

You probably don't want 1 image with 3 colortables. What you want is

1 colortable with 3 different sections.

```
loadct, 33    ; Blue-Red CT
tvlct, r,g,b, /get    ; get the individual RGB channels
r[0]=(g[0]=(b[0]=0))  ; set bottom to black (background)
r[255]=(g[255]=(b[255]=255)) ; set top to white (ocean, text)
r[254]=255&g[254]=192&b[254]=0 ; yellow
tvlct,r,g,b   ; load your new custom CT

; now scale the data
ocean = where( data eq 999 )
land  = where( data eq 900 )
image = bytscl( data, min=0, max=100, bot=1, top=253 )
; save 254 and 255 for the ocean
image[ ocean ] = 255
image[ land  ] = 254

; then, display
imdisp, image
; or
map_set...
tv, map_image( ...
```

I didn't test the above, I just wrote it from memory, so there could
be grammatical or logical errors, but I think it might point you in
the right direction.

     -k.

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http://spacebit.dyndns.org/

Subject: Re: How to dispaly one image with different color tables?
Posted by envi35@yahoo.ca on Tue, 24 May 2005 16:23:28 GMT
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It works perfect! Thanks! -Jenny