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Subject: isurface with custom palette

Posted by [gg](#) on Mon, 11 Jan 2010 16:34:49 GMT

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Dear group,

Here is one beginner question, and although I found some similar problems and answers, I cannot resolve my particular issue. I have just started to use IDL (IDL Core Version 7.1, IDL) and I fail to produce a simple surface graph with custom made palette.

I would like to visualize elevation data with iSurface tool using following vector for levels

levels =

```
[-1000,1,25,50,100,150,250,350,500,750,1000,1250,1500,1750,2000,2500,3000]
```

i.e. values lower than 1 with light blue color, then green for values between 1-25, and so on continuing with yellow, brown, up to value 3000, and white for values above. Below is the code which I am trying to use for that purpose, but it seems that I am missing something.

```
pro topo3d
```

```
device, decom=0
```

```
rgb_table = bindgen(256,3)
```

```
rgb_table[0:17,0]=
```

```
[000,140,000,040,080,120,160,200,255,230,200,170,145,120,090,135,180,255]
```

```
rgb_table[0:17,1]=
```

```
[000,140,100,125,150,175,200,225,255,220,180,150,110,075,040,110,180,255]
```

```
rgb_table[0:17,2]=
```

```
[000,255,000,000,000,000,000,000,000,000,000,000,000,000,000,090,180,255]
```

```
levels =
```

```
[-1000,1,25,50,100,150,250,350,500,750,1000,1250,1500,1750,2000,2500,3000]
```

```
data = hanning(200,200)*3000
```

```
isurface, data, RGB_TABLE=rgb_table,texture_image=bytsc1(data),
```

```
vert_colors=levels
```

```
end
```

Could you please be so kind and provide me some hints how to produce figure with surface using custom palette for various levels?

Kind regards,

Goran

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