

---

Subject: Re: Making Color bar from Density Slice  
Posted by [Maxwell Peck](#) on Fri, 17 Sep 2010 06:36:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

On Sep 17, 5:37 am, kamal <kamaljit.rajku...@gmail.com> wrote:

> Hi all,  
>  
> In ENVI4.2, I would like to know if there is any way whatsoever to  
> plot the colors in Density Slice as the color bar in the image plot  
> itself? We can plot the color bar from ENVI Color Tables using  
> Annotation but can the same be done using Density Slice? Or is there a  
> way to define our own custom color tables and import them in to ENVI  
> Color Tables? Please let me know.  
>  
> Thank you in advance.  
>  
> Kamal

I'm not completely sure what you're doing but in ENVI 4.5 at least you  
can import a Colour table from an ASCII file in the ENVI Color Table  
(see File - Preferences -Display Defaults - Edit System color tables)

Max

---

---

Subject: Re: Making Color bar from Density Slice  
Posted by [kamal](#) on Fri, 17 Sep 2010 14:32:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

> I'm not completely sure what you're doing but in ENVI 4.5 at least you  
> can import a Colour table from an ASCII file in the ENVI Color Table  
> (see File - Preferences -Display Defaults - Edit System color tables)  
>  
> Max

Thank you Max for your reply.

What I want to do is actually give colors to a ice surface temp image.  
The actual temp range is from 230 to 310(K). But I'd like to give an  
interval of 3K and segment the range up to 271K with the last segment  
taking color for temp range beyond 271K also. I did this using the  
Density Slice in ENVI. Now the problem is I have given some other  
values to Land and Cloud pixels, to be precise 50.00 and 25.00  
respectively. What I actually want to do is to plot the color bar such  
that the range starts from 230K and goes up to 271K omitting the  
ranges below 230K. I'm trying this using the Color Ramp in Annotation  
option in Overlay. Whenever I give the Min value of 230K it will take  
it as the lowest value but the color will not change accordingly. I am  
attaching the structure of the Density Slice I'm using to give the

colors to different temp ranges. Please help me out.

ENVI Density Slice Range File

0.00000000	0.00000000	255	255	255
25.0000000	25.0000000	212	230	225
50.0000000	50.0000000	255	0	0
230.000000	250.000000	163	242	252
250.000000	253.000000	195	230	253
253.000000	256.000000	138	205	248
256.000000	259.000000	72	182	254
259.000000	262.000000	2	133	243
262.000000	265.000000	3	84	202
265.000000	268.000000	0	39	162
268.000000	271.000000	2	0	78
271.000000	310.000000	198	198	198

The 0 values denote NoData pixels.

I hope somebody will kindly get me some solution in this.

Thnx agan

Kamal

---

Subject: Re: Making Color bar from Density Slice  
Posted by [kamal](#) on Tue, 21 Sep 2010 12:11:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Sep 17, 7:32 pm, kamal <kamaljit.rajku...@gmail.com> wrote:

>> I'm not completely sure what you're doing but in ENVI 4.5 at least you  
>> can import a Colour table from an ASCII file in the ENVI Color Table  
>> (see File - Preferences -Display Defaults - Edit System color tables)

>

>> Max

>

> Thank you Max for your reply.

> What I want to do is actually give colors to a ice surface temp image.

> The actual temp range is from 230 to 310(K). But I'd like to give an

> interval of 3K and segment the range up to 271K with the last segment

> taking color for temp range beyond 271K also. I did this using the

> Density Slice in ENVI. Now the problem is I have given some other

> values to Land and Cloud pixels, to be precise 50.00 and 25.00

> respectively. What I actually want to do is to plot the color bar such

> that the range starts from 230K and goes up to 271K omitting the

> ranges below 230K. I'm trying this using the Color Ramp in Annotation

> option in Overlay. Whenever I give the Min value of 230K it will take

> it as the lowest value but the color will not change accordingly. I am

> attaching the structure of the Density Slice I'm using to give the

> colors to different temp ranges. Please help me out.

```
>
> ENVI Density Slice Range File
>   0.00000000  0.00000000  255  255  255
>   25.000000  25.000000  212  230  225
>   50.000000  50.000000  255   0   0
>  230.00000  250.00000  163  242  252
>  250.00000  253.00000  195  230  253
>  253.00000  256.00000  138  205  248
>  256.00000  259.00000   72  182  254
>  259.00000  262.00000   2  133  243
>  262.00000  265.00000   3   84  202
>  265.00000  268.00000   0   39  162
>  268.00000  271.00000   2   0   78
>  271.00000  310.00000  198  198  198
>
> The 0 values denote NoData pixels.
> I hope somebody will kindly get me some solution in this.
> Thnx agan
>
> Kamal
```

Solved! It was quite easy and was there in Annotation itself.

---