Subject: color table

Posted by Ye Hong on Wed, 26 Mar 1997 08:00:00 GMT

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Does anyone know why the system variable !d.table_size is changing ? Is !d.table_size machine-dependent?

I have my own color table which includes 235 colors. When I need color image, I load it in. It has been working fine until yesterday when I found only first 90 color were loaded. It took me a while to figure out that !d.table_size was changed from 256 to 90. After I exited and re-ran IDL several time, I found !d.table_size was changing although it was 256 in most cases.

Thanks in advance.

-- Ye

Subject: Re: color table Posted by J.D. Smith on Wed, 26 Mar 1997 08:00:00 GMT View Forum Message <> Reply to Message

Ye Hong wrote:

>

- > Does anyone know why the system variable !d.table_size is changing?
- > Is !d.table_size machine-dependent?

!D.Table_Size represents the number of colors in IDL's internal color table. It depends on your machine color bit depth (e.g. 8-bit or 24-bit).

- > I have my own color table which includes 235 colors. When I need color
- > image, I load it in. It has been working fine until yesterday when I
- > found only first 90 color were loaded. It took me a while to figure out
- > that !d.table_size was changed from 256 to 90. After I exited and
- > re-ran IDL several time, I found !d.table size was changing although it
- > was 256 in most cases.

!D.Table_Size isn't set until you open an IDL window for the first time. Until then, it defaults to 256 (which *doesn't* mean you have 256 colors). I open and delete a small window upon startup (via the idl startup file) to ensure the system variable actually reflects the number of available colors. Loadct does this for you when loading a built-in color table. If you don't want to do this on startup, you could always add code like:

```
if !d.name eq 'X' and !d.window eq -1 then begin ;Uninitialized? ;;If so, make a dummy window to determine the # of colors available. window,/free,/pixmap,xs=4, ys=4 wdelete, !d.window endif
```

The more colors being used by other applications (e.g. Netscape), the fewer IDL can take for itself. Likely, when you only got 90, you were running some other color hungry app.

To implement your color table, either create it on the fly to fit into !D.Table_Size (which is fine if it's simple -- see http://www.dfanning.com/tips/create_colortable.html), or store the r,g,b vectors in a file, read them in, and down-sample by interpolation to fit. This is essentially what loadct does with the built-in color tables with a set of commands like:

```
if nc ne 256 then begin ;Interpolate p = (lindgen(nc) * 255) / (nc-1) r = r(p) g = g(p) b = b(p) endif
```

where nc is the number of colors (defaults to !D.Table_Size) and the r,g,b vectors are read in from colors1.tbl. You could be more careful with your interpolation, if, for instance, you had a few colors that you require to be in your map (e.g. some plotting colors at the bottom end). You might then set these required colors (n of them,say), and then interpolate the rest of your colormap onto the remaining !D.Table Size-n spots in the palette.

Good Luck,

JD

Subject: Re: Color table
Posted by David Fanning on Thu, 05 Aug 2004 04:05:59 GMT
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Tmorri writes:

- > Hi, can anyone create a color table (200 colors) that goes from yellow to
- > green to blue to red to white?

You might find this article interesting:

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

You would just build your color table in steps, using the example in the article as a guide.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: http://www.dfanning.com/

Subject: Re: Color table

Posted by R.Bauer on Thu, 05 Aug 2004 13:41:02 GMT

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Tmorri wrote:

- > Hi, can anyone create a color table (200 colors) that goes from yellow to
- > green to blue to red to white?
- > Thanks a lot.
- > Tmorri

You could try our tool x_def_colortable

http://www.fz-juelich.de/icg/icg-i/idl_icglib/idl_source/idl _html/dbase x_def_colortable_dbase.pro.html

If you want you could try the binary with vm or rt mode http:/ www.fz-juelich.de/icg/icg-i/idl_icglib/idl_source/idl_html/d base/download x def colortable.sav

regards

Reimar

--

Forschungszentrum Juelich email: R.Bauer@fz-juelich.de http://www.fz-juelich.de/icg/icg-i/

a IDL library at ForschungsZentrum Juelich http://www.fz-juelich.de/icg/icg-i/idl_icglib/idl_lib_intro. html

Posted by R.G. Stockwell on Thu, 05 Aug 2004 15:46:05 GMT

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"Tmorri" <torrimorri@yahoo.com> wrote in message news:30a2ff5d0dde2057290d4c1a21faa55a@localhost.talkaboutpro gramming.com...

- > Hi, can anyone create a color table (200 colors) that goes from yellow to
- > green to blue to red to white?
- > Thanks a lot.
- > Tmorri

Yes, absolutely anyone can.

Cheers, bob

Subject: Re: Color table

Posted by WRC2008 on Sat, 19 Jan 2008 12:27:24 GMT

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Owwww, maybe I should look on this group first myself...I have found some comments on how to create a color table from yellow to red over blue in the middle, so I will try to use this one to create it from blue to red over white in the middle!!

Cheers!

Subject: Re: Color table

Posted by Vince Hradil on Sat, 19 Jan 2008 18:39:10 GMT

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On Jan 19, 6:20 am, WRC2...@gmail.com wrote:

> Dear all,

>

- > I would like to plot a contour line figure, filled with colors.
- > Thereby, positive values should be red-shaded filled, negative blue-
- > shaded filled, and white shade around the zero.

Now, I have checked the color table in IDL, and none of them seems to
have this configuration? If possible, I would like to define the
colors myself in fixed intervals, like [-10,0] = light grey, [0] =
white, [0,10] = darkgrey,.... [10,20] = light red,
Hope somebody can help me with this!
Cheers,
Matthias

http://www.dfanning.com/color tips/create colortable.html

Subject: Re: Color table Posted by mmiller3 on Sun, 20 Jan 2008 15:58:45 GMT View Forum Message <> Reply to Message

This is what I use for making tables like you are looking for:

```
;; Set up a blue=negative, red=positive color scale. The
;; middle of the scale is black:
red = [bytarr(128), 2*bindgen(128)]
green = bytarr(256)
blue = [2*reverse(bindgen(128)), bytarr(128)]
color_table = 0
tvlct, red, green, blue
;; Set up a blue=negative, red=positive color scale. The
;; middle of the scale is white:
H = [replicate(240.0, 128), replicate(360.0, 128)]
S = 2*[reverse(findgen(128)), findgen(128)]/255
V = fltarr(256)+1
tvlct, H, S, V, /hsv
tvlct, R, G, B, /get
red = R
green = G
blue = B
color table = 0
tvlct, red, green, blue
```

Mike

Posted by David Fanning on Sun, 20 Jan 2008 17:53:55 GMT

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WRC2008@gmail.com writes:

- > I would like to plot a contour line figure, filled with colors.
- > Thereby, positive values should be red-shaded filled, negative blue-
- > shaded filled, and white shade around the zero.

>

- > Now, I have checked the color table in IDL, and none of them seems to
- > have this configuration? If possible, I would like to define the
- > colors myself in fixed intervals, like [-10,0] = light grey, [0] =
- > white, [0,10] = darkgrey,.... [10,20] = light red,

>

> Hope somebody can help me with this!

I would do this:

```
IDL> CTLoad, 1, NCOLORS=128 IDL> CTLoad, 3, /REVERSE, NCOLORS=128, BOTTOM=128
```

You can find CTLOAD here:

http://www.dfanning.com/programs/ctload.pro

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: http://www.dfanning.com/

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Color table

Posted by WRC2008 on Mon, 21 Jan 2008 10:02:13 GMT

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Thanks to all for the hints.

David, I have used your CTLoad.pro modules which loads nice colors from blue over white to red. No, just one more question. How can I change my background color (out of the plot area) back into white (it is black now).

Thanks!

Posted by WRC2008 on Mon, 21 Jan 2008 12:35:00 GMT

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me....again...

Everything works out fine for the blue-white-red, even the background color and axis colors, as the colortable.

BUT, I am also working with the blue-red color table, defined as follows:

steps = 256
scaleFactor = FINDGEN(steps) / (steps - 1)
;color scheme by Fanning to go from blue to red
tvlct,red,green,blue,/get
;Red vector: 0 -> 255
red = 0 + (255 - 0) * scaleFactor
; Green vector: 0 -> 0
green= REPLICATE(0, steps)
; Blue vector: 255 -> 0
blue = 255 + (0 - 255) * scaleFactor
TVLCT, red, green, blue
DEVICE, RETAIN=2, DECOMPOSED=0
Window, Xsize=steps,Ysize=40, Title='Color Table'
TV, bindgen(steps) # replicate(1B,40)

This is also working, fine, but again, my background went to blue, as do all the symbols, axes and text in the plot. I would like to change background (outside of the plot, but in the window) into white, and the rest in black. How can this be done? Just changing to another colorvalue e.g. 0 to 255, of course doesn't change with this blue-red color table...

Thank you!!!

Subject: Re: Color table

Posted by David Fanning on Mon, 21 Jan 2008 15:09:12 GMT

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WRC2008@gmail.com writes:

> me....again...

>

```
> Everything works out fine for the blue-white-red, even the background
> color and axis colors, as the colortable.
> BUT, I am also working with the blue-red color table, defined as
> follows:
>
>
> steps = 256
> scaleFactor = FINDGEN(steps) / (steps - 1)
> ;color scheme by Fanning to go from blue to red
> tvlct,red,green,blue,/get
> ;Red vector: 0 -> 255
> red = 0 + (255 - 0) * scaleFactor
      : Green vector: 0 -> 0
> green= REPLICATE(0, steps)
      ; Blue vector: 255 -> 0
>
> blue = 255 + (0 - 255) * scaleFactor
> TVLCT, red, green, blue
> DEVICE, RETAIN=2, DECOMPOSED=0
> Window, Xsize=steps, Ysize=40, Title='Color Table'
> TV, bindgen(steps) # replicate(1B,40)
>
>
>
> This is also working, fine, but again, my background went to blue, as
> do all the symbols, axes and text in the plot. I would like to change
> background (outside of the plot, but in the window) into white, and
> the rest in black. How can this be done? Just changing to another
> colorvalue e.g. 0 to 255, of course doesn't change with this blue-red
> color table...
```

The best way to avoid changing the background and foreground colors is to, well, avoid changing them. :-)

They are located at the top and the bottom of the color table. (Another good reason not to change them is that if you don't your PostScript output has a fairly good chance of looking like your display output.)

Try something like this:

```
steps = 254

scaleFactor = FINDGEN(steps) / (steps - 1)

;color scheme by Fanning to go from blue to red

tvlct,red,green,blue,/get

;Red vector: 0 -> 255

red = 0 + (255 - 0) * scaleFactor

; Green vector: 0 -> 0
```

green= REPLICATE(0, steps)
; Blue vector: 255 -> 0
blue = 255 + (0 - 255) * scaleFactor
Loadct, 0, /Silent
TVLCT, red, green, blue, 1
DEVICE, RETAIN=2, DECOMPOSED=0
Window, Xsize=steps,Ysize=40, Title='Color Table'
TV, BytScl(bindgen(steps) # replicate(1B,40), Top=253) + 1B
window, 1
plot, findgen(11)

If you have the CINDEX program, you can have a look at how your color table looks:

IDL> CIndex

You can find the program here:

http://www.dfanning.com/programs/cindex.pro

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Color table

Posted by WRC2008 on Thu, 24 Jan 2008 08:31:54 GMT

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Just one more fact (again, as also posted in another topic....). My background color changed again.

Although I define the blue-white-red color table just before putting

Although I define the blue-white-red color table just before putting!

P.BACKGROUND = 128, checking the 128 color with the cindex tool (being white!!), I get a salmon color background, and by no means I can change it to white. I can change it to all other colors I want (black, blue, red,...) but no white....I am getting a bit desperate with the colors here, so I hope someone can help me out!!!

The 2 defined color schemes, as suggested by David:

; blue - red ctload, 1, clip=[10,235], ncolors=128 ctload, 3, clip=[10,235], /reverse, ncolors=128, bottom=128

;blue - white - red CTLoad, 1, NCOLORS=128 CTLoad, 3, /REVERSE, NCOLORS=128, BOTTOM=128

THANKS!

Subject: Re: Color table

Posted by David Fanning on Thu, 24 Jan 2008 13:04:17 GMT

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WRC2008@gmail.com writes:

- > Just one more fact (again, as also posted in another topic....). My
- > background color changed again.

Changed again where? On the display? In a PS file?

- > Although I define the blue-white-red color table just before putting!
- > P.BACKGROUND = 128, checking the 128 color with the cindex tool (being
- > white!!), I get a salmon color background, and by no means I can
- > change it to white. I can change it to all other colors I want (black,
- > blue, red,...) but no white....I am getting a bit desperate with the
- > colors here, so I hope someone can help me out!!!

The question is not what the background color is just before you set !P.Background. The question is, what is the background color just before you draw your background? If you are using indexed color (extremely likely from your description of things), then colors can be changed all the time. You have to have the right colors in the color table at the time you draw the thing that is suppose to be in those particular colors.

Or, you can use 24-bit color and have all 16.7 million colors available 24/7. Have you read the several hundred articles on color management on my web page? :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: http://www.dfanning.com/

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Posted by WRC2008 on Thu, 24 Jan 2008 15:17:55 GMT

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On Jan 24, 2:04 pm, David Fanning <n...@dfanning.com> wrote:

> Changed again where? On the display? In a PS file?

on the display file.

I have tried plotting the 9 plots a page into a ps file, but also there many things went wrong, so therefore, I opt to use the window file and write it with write_png. But in there, my background has this salmon color....

Subject: Re: Color table

Posted by David Fanning on Thu, 24 Jan 2008 16:19:33 GMT

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WRC2008@gmail.com writes:

- > I have tried plotting the 9 plots a page into a ps file, but also
- > there many things went wrong, so therefore, I opt to use the window
- > file and write it with write png. But in there, my background has this
- > salmon color....

Ah, well, have you tried using TVREAD to create your PNG file? Lot's of things could be going wrong with how this file is created. TVREAD almost always gives good results:

http://www.dfanning.com/programs/tvread.pro

See the code there for details.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming (www.dfanning.com)

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Color table

Posted by WRC2008 on Thu, 24 Jan 2008 17:02:47 GMT

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On Jan 24, 5:19 pm, David Fanning <n...@dfanning.com> wrote:

- > WRC2...@gmail.com writes:
- >> I have tried plotting the 9 plots a page into a ps file, but also
- >> there many things went wrong, so therefore, I opt to use the window
- >> file and write it with write_png. But in there, my background has this
- >> salmon color....

>

- > Ah, well, have you tried using TVREAD to create your
- > PNG file? Lot's of things could be going wrong with
- > how this file is created. TVREAD almost always gives
- > good results:

>

- > http://www.dfanning.com/programs/tvread.pro
- > See the code there for details.

>

>

> Cheers,

>

- > David
- > --
- > David Fanning, Ph.D.
- > Fanning Software Consulting, Inc.
- > Coyote's Guide to IDL Programming (www.dfanning.com)
- > Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Hummmm....I really would like to thank you for all the help, but still I can't get it right. As you suggest, I use TVread to create a tiff file, which is written to the file, but again, with this salmon background.

img=tvread(filename=output+'plot',tiff)

The plots looks perfect, just this background color seems to be untouchable???

Subject: Re: Color table

Posted by David Fanning on Thu, 24 Jan 2008 17:25:05 GMT

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WRC2008@gmail.com writes:

- > The plots looks perfect, just this background color seems to be
- > untouchable???

OK, can you tell me the results of this command:

IDL> Help, /Device

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming (www.dfanning.com)

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Color table

Posted by WRC2008 on Thu, 24 Jan 2008 17:41:12 GMT

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> OK, can you tell me the results of this command:

>

> IDL> Help, /Device

Screen Resolution: 1280x800

Simultaneously displayable colors: 16777216 Number of allowed color values: 16777216 System colors reserved by Windows: 0

IDL Color Table Entries: 256 NOTE: this is a TrueColor device NOT using Decomposed color Graphics Function: 3 (copy)

Current Font: System, Current TrueType Font: <default>

Default Backing Store: None.

Subject: Re: Color table

Posted by David Fanning on Thu, 24 Jan 2008 18:00:30 GMT

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WRC2008@gmail.com writes:

>> OK, can you tell me the results of this command:

>> >> IDL> Help, /Device

>

> Screen Resolution: 1280x800

- > Simultaneously displayable colors: 16777216
- Number of allowed color values: 16777216
- > System colors reserved by Windows: 0
- > IDL Color Table Entries: 256
- > NOTE: this is a TrueColor device
- > NOT using Decomposed color
- > Graphics Function: 3 (copy)
- > Current Font: System, Current TrueType Font: <default>
- > Default Backing Store: None.

Well, here is a program. No salmon colors here! :-)

PRO testcolor

Device, Decomposed=0, Get_Decomposed=theState CTLoad, 1, NCOLORS=127, CLIP=[10, 245] CTLoad, 3, NCOLORS=127, BOTTOM=127, CLIP=[10, 245] white = FSC_Color('white', 254); Background black = FSC_Color('black', 255); Foreground Erase, COLOR=white pos = [0.1, 0.1, 0.9, 0.9] TVImage, Bytscl(dist(200), top=253), POSITION=pos Plot, [0,200], /NODATA, POSITION=pos, /NOERASE, COLOR=black void = TVREAD(/PNG, Filename='testcolor') Device, Decomposed=theState

END

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming (www.dfanning.com)

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Color table

Posted by WRC2008 on Fri, 25 Jan 2008 08:54:22 GMT

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> PRO testcolor

>

- > Device, Decomposed=0, Get_Decomposed=theState
- > CTLoad, 1, NCOLORS=127, CLIP=[10, 245]
- > CTLoad, 3, NCOLORS=127, BOTTOM=127, CLIP=[10, 245]

```
white = FSC_Color('white', 254); Background
>
   black = FSC_Color('black', 255); Foreground
>
   Erase, COLOR=white
>
   pos = [0.1, 0.1, 0.9, 0.9]
   TVImage, Bytscl(dist(200), top=253), POSITION=pos
>
   Plot, [0,200], /NODATA, POSITION=pos, /NOERASE, COLOR=black
>
>
   void = TVREAD(/PNG, Filename='testcolor')
>
   Device, Decomposed=theState
>
> END
```

it seems this is never going to work. I tried this program, after getting the fsc_color function from your website, and now he tells me the following:

Compiled module: FSC_COLOR.

% Attempt to call undefined procedure/function: 'FSC_COLOR'.

How is this possible? I got the module like I already got many modules from your website, and all worked beforehand...except this one...

Subject: Re: Color table
Posted by David Fanning on Fri, 25 Jan 2008 09:15:51 GMT
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WRC2008@gmail.com writes:

- > it seems this is never going to work. I tried this program, after
- > getting the fsc_color function from your website, and now he tells me
- > the following:
- _
- > Compiled module: FSC_COLOR.
- > % Attempt to call undefined procedure/function: 'FSC COLOR'.
- >
- > How is this possible? I got the module like I already got many modules
- > from your website, and all worked beforehand...except this one...

You do seem to be running into an extraordinary number of strange problems. Have you noticed anyone giving you the Evil Eye lately. :-)

Did you save the function to some location on your IDL path? IDL has to be able to find it. It looks in the list of directories on its !PATH system variable:

IDL> Print, !PATH

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: http://www.dfanning.com/

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Color table

Posted by WRC2008 on Fri, 25 Jan 2008 10:35:10 GMT

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On Jan 25, 10:15 am, David Fanning <n...@dfanning.com> wrote:

- > WRC2...@gmail.com writes:
- >> it seems this is never going to work. I tried this program, after
- >> getting the fsc color function from your website, and now he tells me
- >> the following:

>

- >> Compiled module: FSC_COLOR.
- >> % Attempt to call undefined procedure/function: 'FSC_COLOR'.
- >> How is this possible? I got the module like I already got many modules
- >> from your website, and all worked beforehand...except this one...

>

- > You do seem to be running into an extraordinary number
- > of strange problems. Have you noticed anyone giving you
- > the Evil Eye lately. :-)

>

- > Did you save the function to some location on your IDL path?
- > IDL has to be able to find it. It looks in the list of directories
- > on its !PATH system variable:

>

> IDL> Print, !PATH

>

Yes, of course! I save all my uploaded modules into the lib directory, and normally, everything works (like I used the cindex.pro, ctload.pro,...). But this time, the evil eye has taken over....grrr....I have no idea what is going on?

Subject: Re: Color table

Posted by WRC2008 on Fri, 25 Jan 2008 12:47:12 GMT

mmmm....because of all the trouble, I have rewritten some things to plot it as a postscript file.

Now all colors are right, even with a nice white background color! Just 1 more thing: There are some really tiny white stripes in my plot, like a kind of grid with a regular pattern?? Any idea how i can get rid of this???

Subject: Re: Color table

Posted by David Fanning on Fri, 25 Jan 2008 13:23:13 GMT

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WRC2008@gmail.com writes:

- > mmmm....because of all the trouble, I have rewritten some things to
- > plot it as a postscript file.

>

> Now all colors are right, even with a nice white background color!

Whoa! This is surprising. :-)

- > Just 1 more thing: There are some really tiny white stripes in my
- > plot, like a kind of grid with a regular pattern?? Any idea how i can
- > get rid of this???

Load your colors *just* before you draw your plot. Like, the *instant* before.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: http://www.dfanning.com/

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Color Table

Posted by Wout De Nolf on Tue, 17 Aug 2010 12:42:53 GMT

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On Tue, 17 Aug 2010 03:27:37 -0700 (PDT), Andres <panblosky@gmail.com> wrote:

```
> Dear all,
> I want to create a color table with the following values:
> index red green blue
  0
       0
             0
                    0
> 28
      100
             30
                    150
  46
      120
             20
                    40
> 89
       20
            20
                   255
> 153
       0
            200
                   230
> 255 50
            220
                    80
> I tried with the xpalette, but when I interpolate, it just gives
> everything green. Am I doing something wrong? Is there a simple way to
> do this?
>
> Thanks!
> Pablo
How about this:
r=congrid([0,100,120,20,0,50],256,/interp)
g=congrid([0,30,20,20,200,220],256,/interp)
b=congrid([0,150,40,255,230,50],256,/interp)
tvlct,r,g,b
window & tvscl,dist(200)
Subject: Re: Color Table
Posted by panblosky on Tue, 17 Aug 2010 13:32:35 GMT
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```

```
On 17 ago, 14:42, Wox <s...@nomail.com> wrote:
> On Tue, 17 Aug 2010 03:27:37 -0700 (PDT), Andres <panblo...@gmail.com>
> wrote:
>
>
>> Dear all,
>> I want to create a color table with the following values:
>> index red green blue
>> 0
              0
        0
                    0
>> 28 100
              30
                     150
>> 46 120
              20
                    40
```

```
>> 89
        20
              20
                     255
>> 153
        0
             200
                     230
>> 255 50
             220
                     80
>> I tried with the xpalette, but when I interpolate, it just gives
>> everything green. Am I doing something wrong? Is there a simple way to
>> do this?
>> Thanks!
>> Pablo
> How about this:
>
> r=congrid([0,100,120,20,0,50],256,/interp)
> g=congrid([0,30,20,20,200,220],256,/interp)
> b=congrid([0,150,40,255,230,50],256,/interp)
> tvlct,r,q,b
> window & tvscl,dist(200)
```

Thanks!

Subject: Re: Color Table

Posted by Nikola on Wed, 18 Aug 2010 12:44:20 GMT

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The specified values are not equidistant, so the correct solution is:

```
 \begin{array}{l} r= interpol([0,100,120,20,0,50], \ [0,\ 28,\ 46,\ 89,\ 153,\ 255], \\ findgen(256)) \\ g= interpol([0,30,20,20,200,220], \ [0,\ 28,\ 46,\ 89,\ 153,\ 255], \\ findgen(256)) \\ b= interpol([0,150,40,255,230,50], \ [0,\ 28,\ 46,\ 89,\ 153,\ 255], \\ findgen(256)) \\ tvlct,r,g,b \end{array}
```

Cheers, Nikola

Subject: Re: Color table

Posted by David Fanning on Sun, 11 Nov 2012 01:38:44 GMT

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Gompie writes:

```
> I have a single variable spread over three years. I wish to give a
different color to each year.
> But instead of color I get grey scale. I have the following script.
>
> cgLoadCT, 4, NCOLORS=3, CLIP=[16,240]
> bplate=fltarr(18)
> name=strarr(18)
> mont=fltarr(19)
> years=fltarr(19)
> ffiles = FILE_SEARCH('*.txt1')
> for index=0,n_elements( ffiles)-1 do begin
> year=(strsplit(ffiles(index),'.,_',/extract))[0]
> month=(strsplit(ffiles(index),'.,_',/extract))[1]
> name(index)=string(month)
> vears(index) = float(vear)
> OPENR, lun, ffiles(index), /GET_LUN
> temp=0.0D
> i=0L
> data=strarr(1)
> print,ffiles(index)
> WHILE ~ EOF(lun) DO BEGIN
> readf,lun,data
> temp=float(data) + temp
> i = i + 1
> ;print,i,float(data),data
> ENDWHILE
> print,temp/i
> bplate(index)=temp/i
> mont(index)=index
> close,lun
> free lun,lun
> endfor
>
> colors = Scale_Vector(Findgen(3), 2009, 2011)
>
    elevColors = Value Locate(colors, years)
>
    elevColors = StrTrim(Round(Scale_Vector(elevColors, 0, 10)),2)
>
>
> !X.TICKNAME=name
  cgplot,mont,bplate,psym=4,thick=2,xticks=17,yrange=[260,270]
,xtitle='MONTHS',ytitle='MIN_0_87_MICRON_DETECTOR_TEMP',BACK GROUND = 255,
COLOR = 0
> FOR j=0,n_elements(mont)-2 DO cgPlotS, mont[j], bplate[j], Color=elevColors[j],
Thick=2,psym=sym(5),symsize = 1.15
> fname="bplate.gif"
```