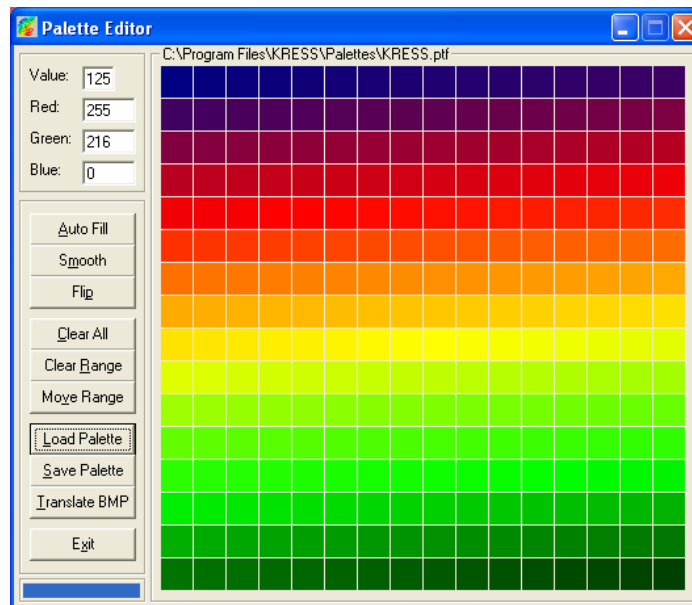
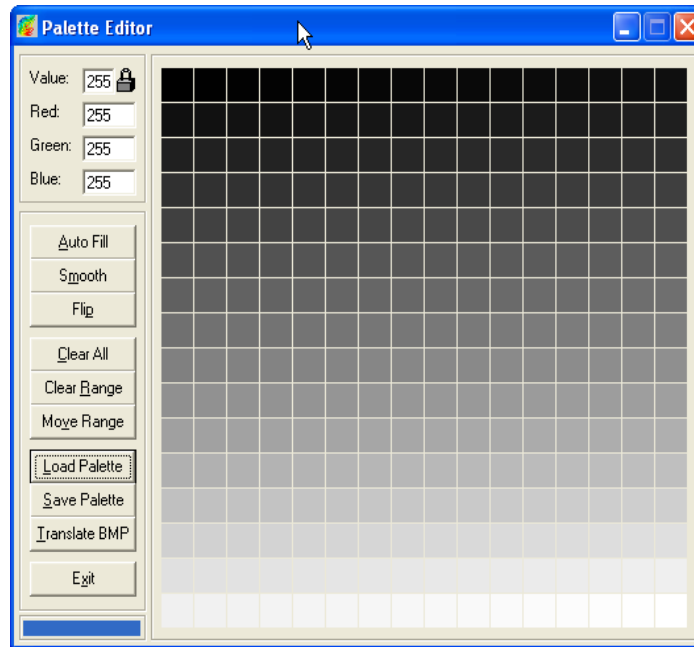


Palette Editor

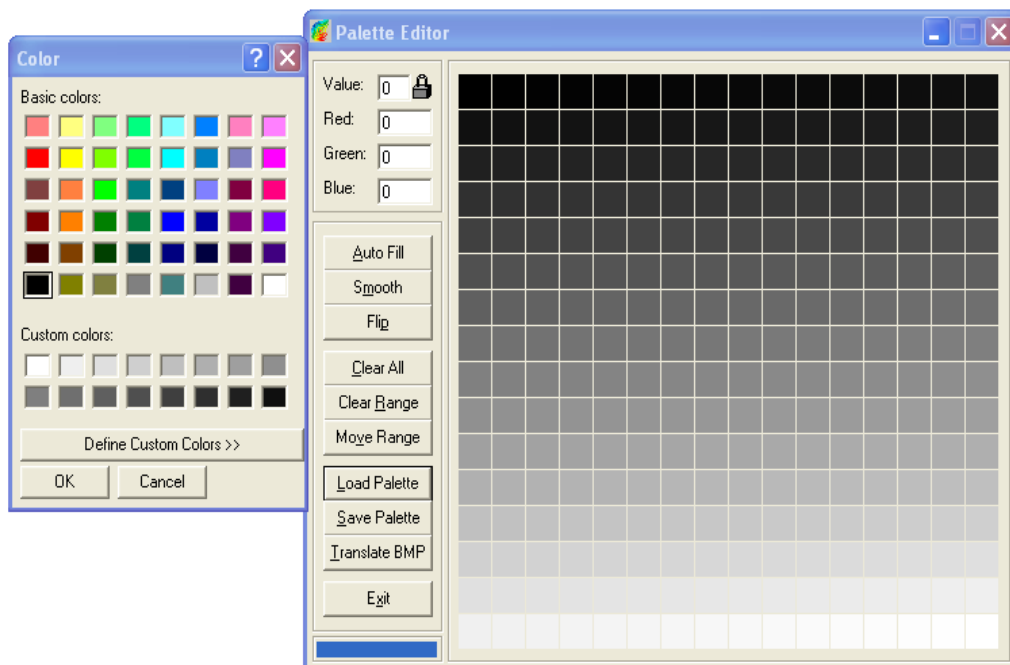
The palette editor allows you to create palettes that best display your data. We have created several palettes that provide good contrast and a range of colors that are suitable for many mapping applications. The default palette ranges in color from blue through green to red as shown below. Other available palettes include: KRESS, monochromatic red, monochromatic green, monochromatic blue, grayscale, and a solar palette. Each of these palettes can be examined by loading the palette file which has an extension *.ptf.



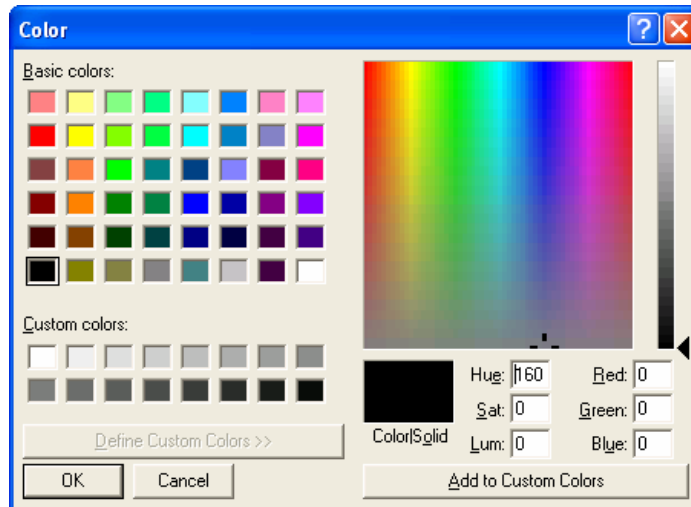
Users can also create a palette of their choice by choosing a color for various values in the color grid which is read from left to right and top to bottom just as you would read a book. Thus the lowest value (0) is in the upper left and the highest value (255) is in the lower right. As you move the cursor across the palette grid, both the value of the grid cell and its red green and blue digital values are given in boxes in the upper left corner of the Palette Editor Window. Black has RGB values of 0, 0, 0 and White has RGB values of 255, 255, 255. Shades of gray are produced by equal values of red, green, and blue. As shown in the grayscale palette below.



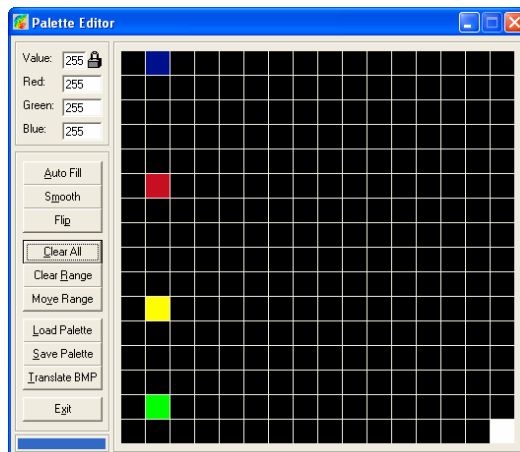
Any desired combination of colors can be produced by choosing a cell, double clicking with the left mouse button in the cell and picking a color from those on the color menu.



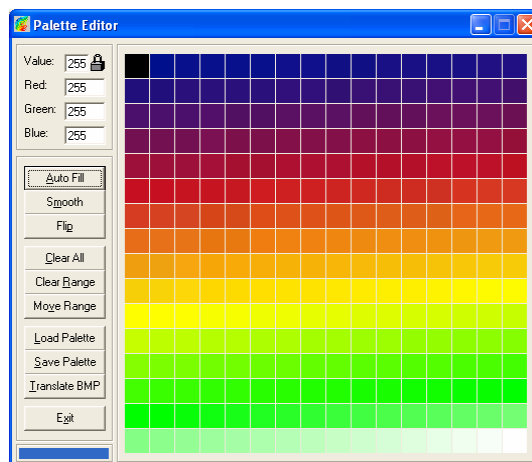
Custom colors may also be defined by clicking the **Define Custom Colors** button on the **Color** window. A second, more versatile color window opens with a complete spectrum of options.



The palette editor allows you to **Auto Fill** between a series of selected colors in selected cells the save the palette for future use.



Auto filling the above selected colors will produce the following palette:



This palette would be saved by clicking the **Save Palette** button. The Palette Editor also contains a **Smooth** function which helps even out the palette so that the color change is as continuous as possible. When the user clicks the smooth button, the user will be asked for a “smooth factor.”

This process works as follows: for a smoothness factor of 10, the program takes every 10th cell and locks the color for that cell, then recalculates the Auto Fill function for those colors. This sometimes helps to make a palette smoother across the selected range of colors.

The flip button simply reverses the palette so that the colors that represented high values will represent low values and vice versa. If there is one section of the palette that looks bad, the user can use the clear range button to remove the colors from a section of the palette, then **Auto Fill** the palette or specify colors manually. The clear range function will ask the user for the lower bound (the lowest cell value of the section) and an upper bound (the highest cell value of the section).

The **Clear All** button removes all the colors from the palette allowing the user to start from scratch. The **Move Range** function allows the user to take one section of the palette and move it to another section. This replaces the colors that were previously in the cells the user move to, and the cells the user move from will be colorless, so the user will probably want to **Auto Fill** again or manually select colors for those cells.

The **Translate BMP** button was intended for importing palettes from other programs. It reads a bitmap file and assigns each color it comes across a cell in the same order as it is found in the bitmap (left to right, top to bottom), so if a palettes is exported as a bitmap from another program, it can translated and saved as a palette useable by KRESS.