

Color Maps Explanation

In Warrior, there is a section labeled [Color Maps]. Color maps that are to be selected from the format editor are sequentially numbered under this heading.

Under each plotting device (including the SCREEN) the colors or shading for that device will need to be defined or that map will not print for that device.

For monochrome maps, the shading for a device is defined by the number of shades N, followed by a N numbers with ranges from 0 to 255. 0 will be all black and 255 will be white. GrayScales=5,0,64,128,192,255

For color maps, the shading for a device is defined by the number of colors N, followed by N groups of three numbers. Each group of three numbers {R,G,B} are intensities of red, green, and blue. These numbers also must be in the range of 0 to 255. Colors01=5,{0,0,255},{1,228,254},{2,253,97},{115,253,2},{255,255,0}.