

```
In[29]= Thermal = Reverse[Import["V:\\Palettes\\Blue.pal", "Table"], 1];
```

```
(* Plot red, green and blue values along with saturation *)
```

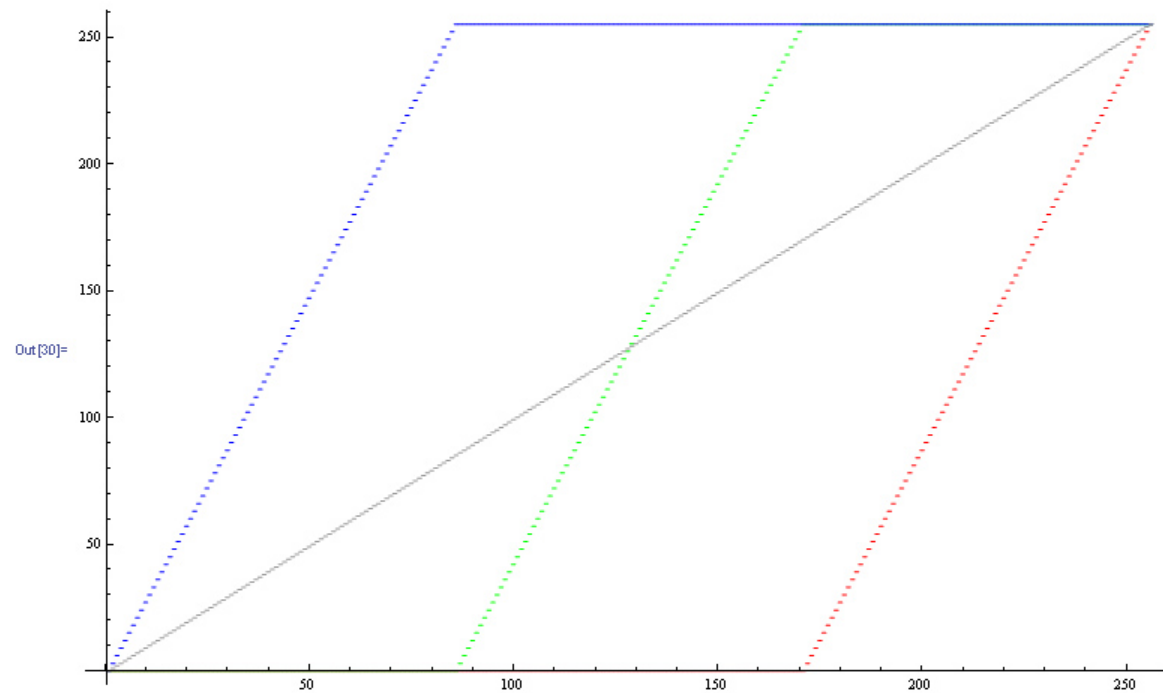
```
DiscretePlot[{Thermal[[x, 1]], Thermal[[x, 2]], Thermal[[x, 3]], (Thermal[[x, 1]] + Thermal[[x, 2]] + Thermal[[x, 3]]) / 3},
{x, 1, 256}, ExtentSize -> Full, Filling -> None,
PlotStyle -> {{RGBColor[1, 0, 0], Thin}, {RGBColor[0, 1, 0], Thin}, {RGBColor[0, 0, 1], Thin}, {RGBColor[.6, .6, .6], Thin}}]
```

```
(* create a table of "width" number of RGB value triplets, each value ranging from 0 to 1 *)
```

```
Colors = Thermal / 256;
```

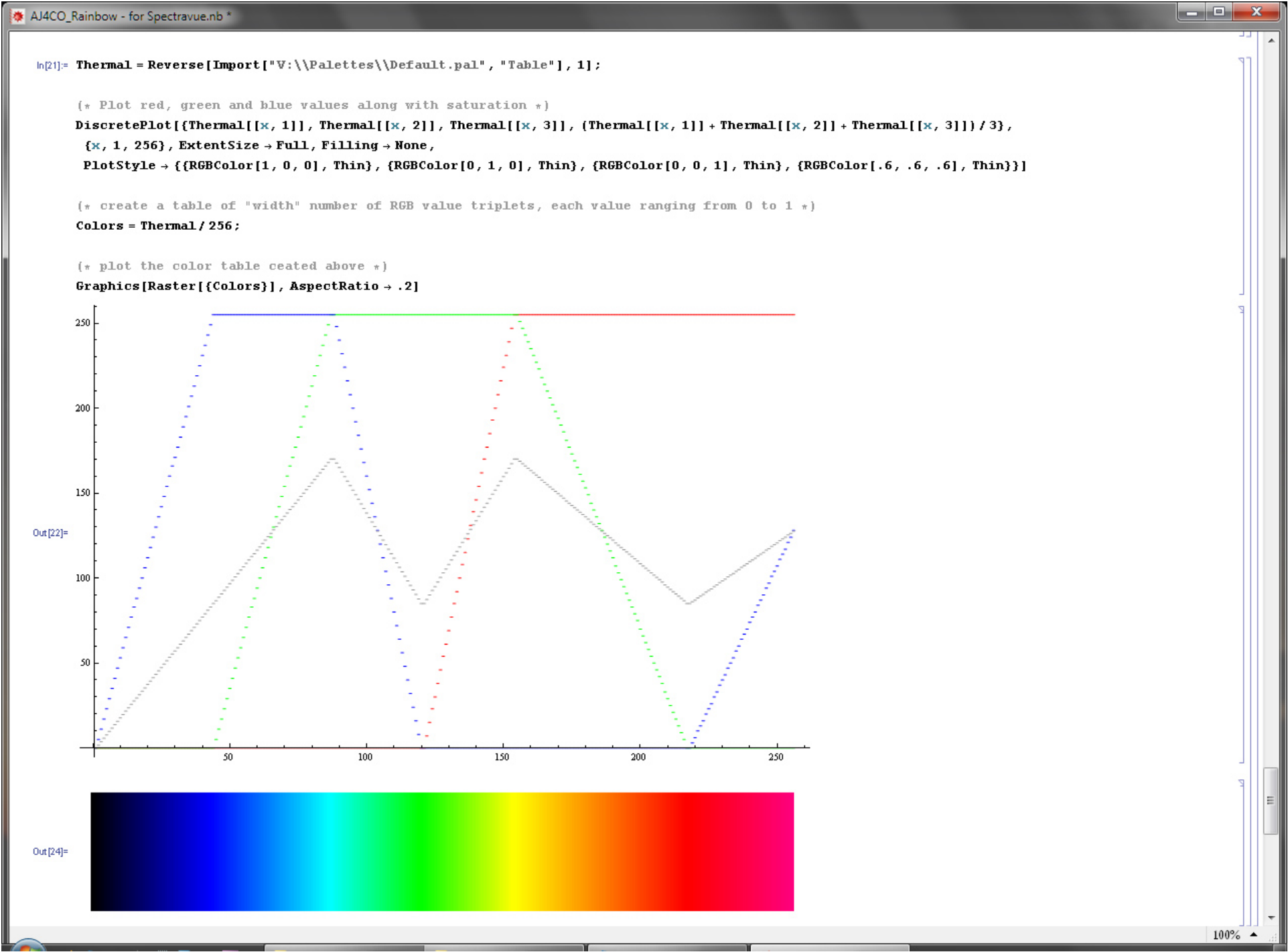
```
(* plot the color table ceated above *)
```

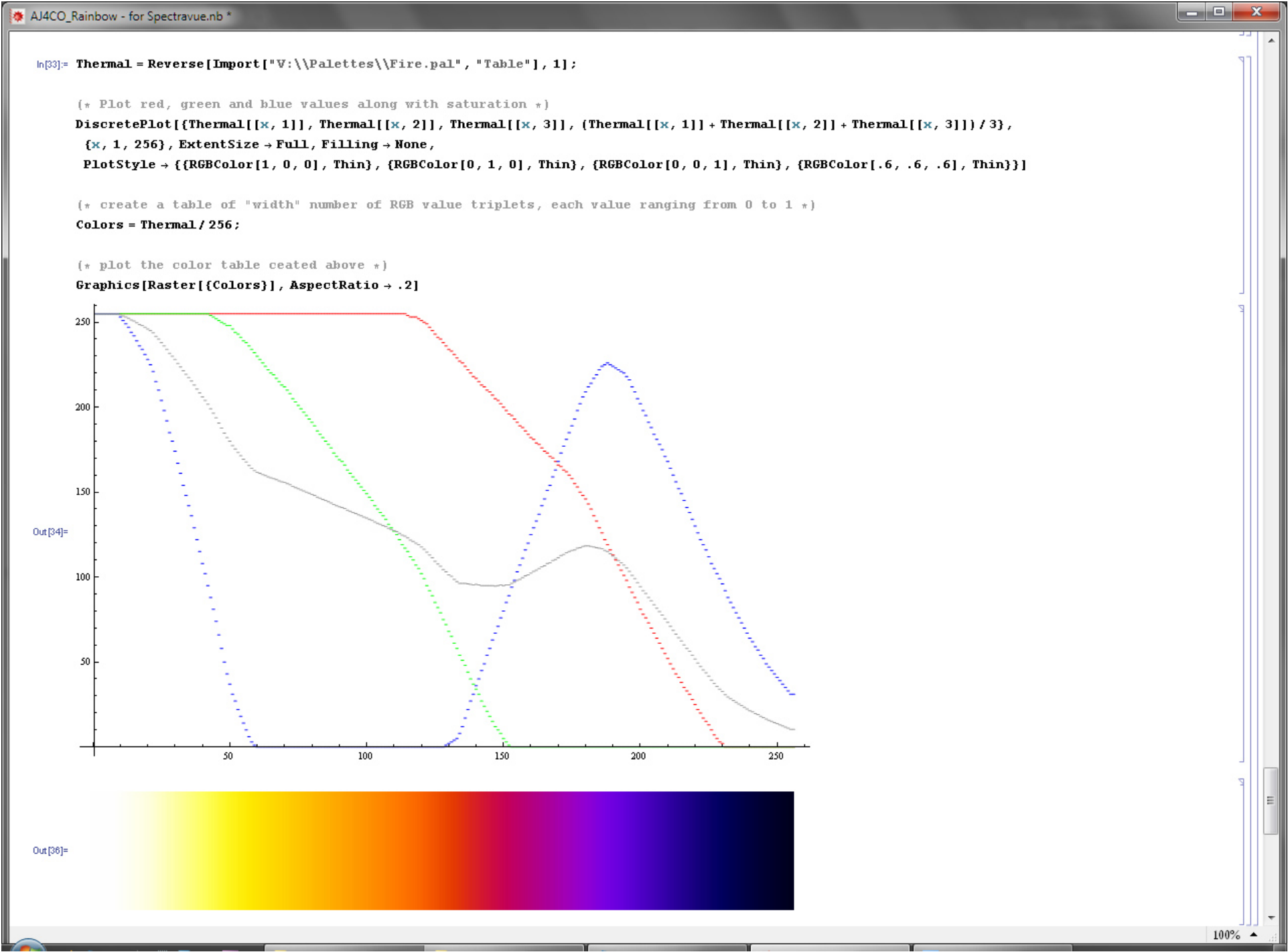
```
Graphics[Raster[{{Colors}], AspectRatio -> .2]
```

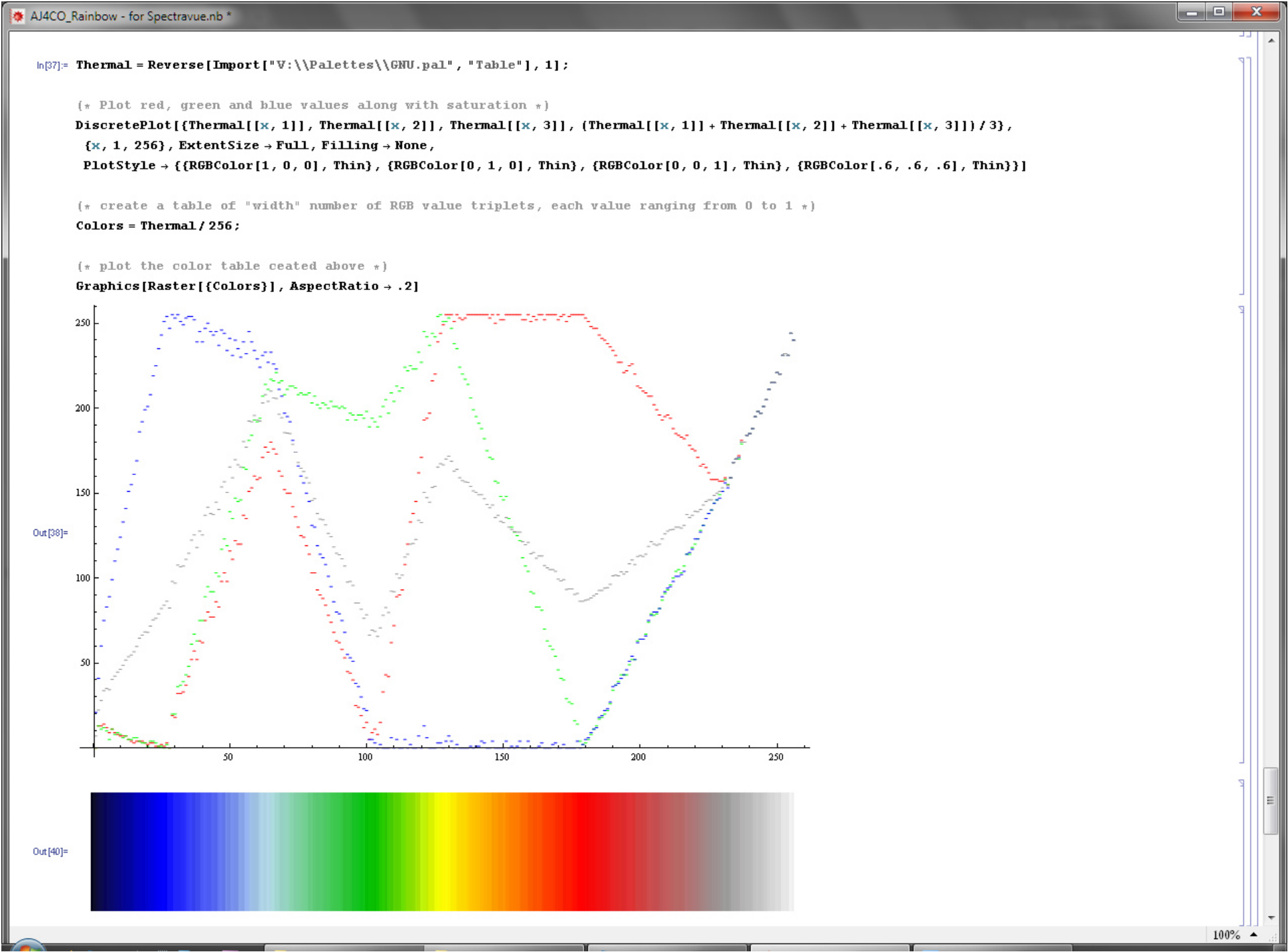


Out[32]=









```
In[41]= Thermal = Reverse[Import["V:\\Palettes\\Gray.pal", "Table"], 1];
```

```
(* Plot red, green and blue values along with saturation *)
```

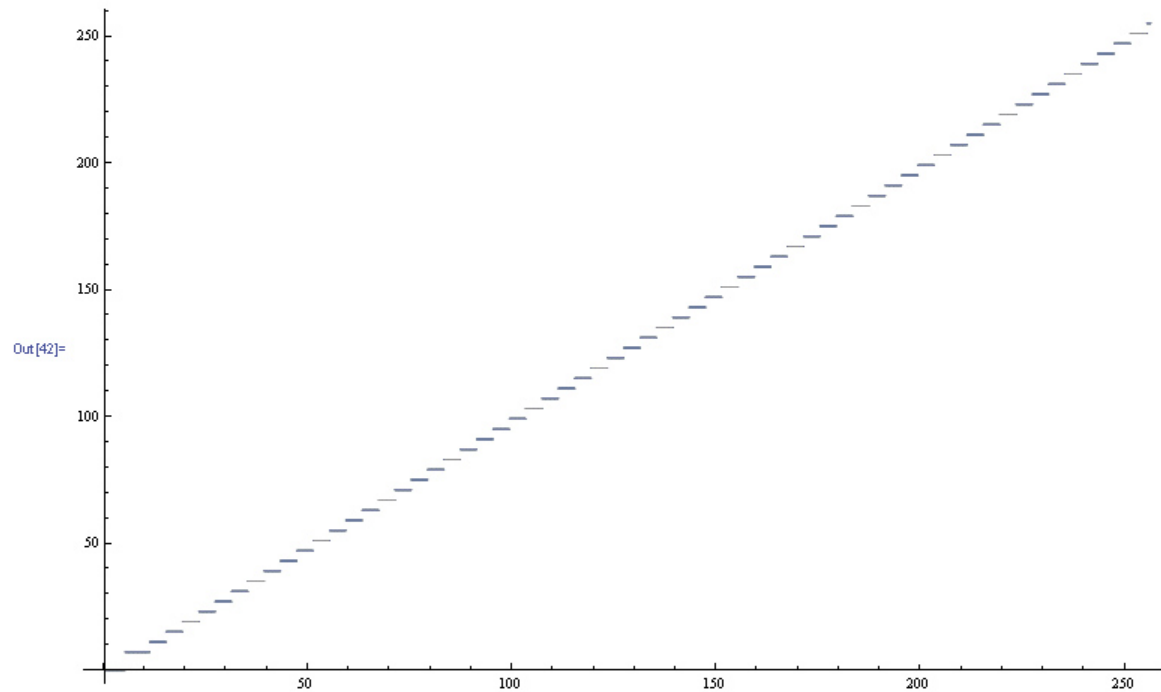
```
DiscretePlot[{Thermal[[x, 1]], Thermal[[x, 2]], Thermal[[x, 3]], (Thermal[[x, 1]] + Thermal[[x, 2]] + Thermal[[x, 3]]) / 3},  
{x, 1, 256}, ExtentSize -> Full, Filling -> None,  
PlotStyle -> {{RGBColor[1, 0, 0], Thin}, {RGBColor[0, 1, 0], Thin}, {RGBColor[0, 0, 1], Thin}, {RGBColor[.6, .6, .6], Thin}}]
```

```
(* create a table of "width" number of RGB value triplets, each value ranging from 0 to 1 *)
```

```
Colors = Thermal / 256;
```

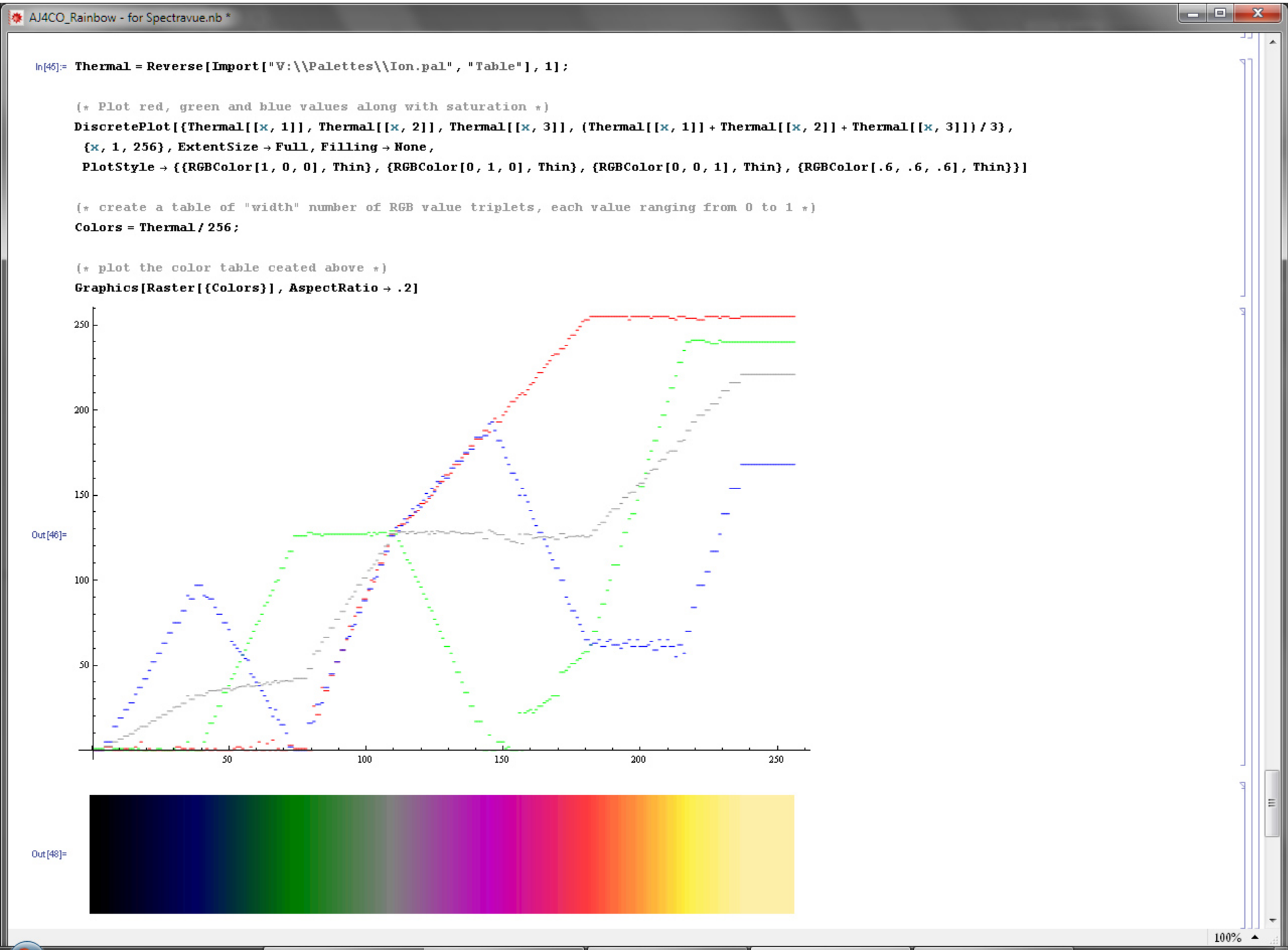
```
(* plot the color table ceated above *)
```

```
Graphics[Raster[Colors], AspectRatio -> .2]
```



Out[44]=





```
In[40]= Thermal = Reverse[Import["V:\\Palettes\\linrad.pal", "Table"], 1];
```

```
(* Plot red, green and blue values along with saturation *)
```

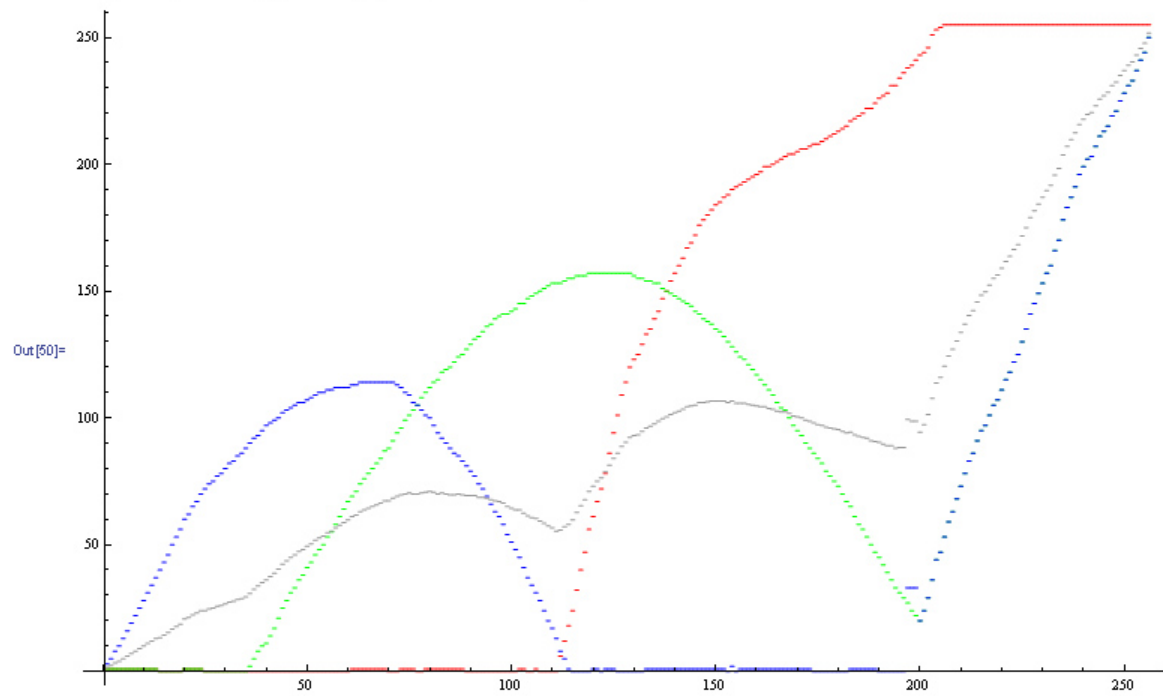
```
DiscretePlot[{Thermal[[x, 1]], Thermal[[x, 2]], Thermal[[x, 3]], (Thermal[[x, 1]] + Thermal[[x, 2]] + Thermal[[x, 3]]) / 3},
{x, 1, 256}, ExtentSize -> Full, Filling -> None,
PlotStyle -> {{RGBColor[1, 0, 0], Thin}, {RGBColor[0, 1, 0], Thin}, {RGBColor[0, 0, 1], Thin}, {RGBColor[.6, .6, .6], Thin}}]
```

```
(* create a table of "width" number of RGB value triplets, each value ranging from 0 to 1 *)
```

```
Colors = Thermal / 256;
```

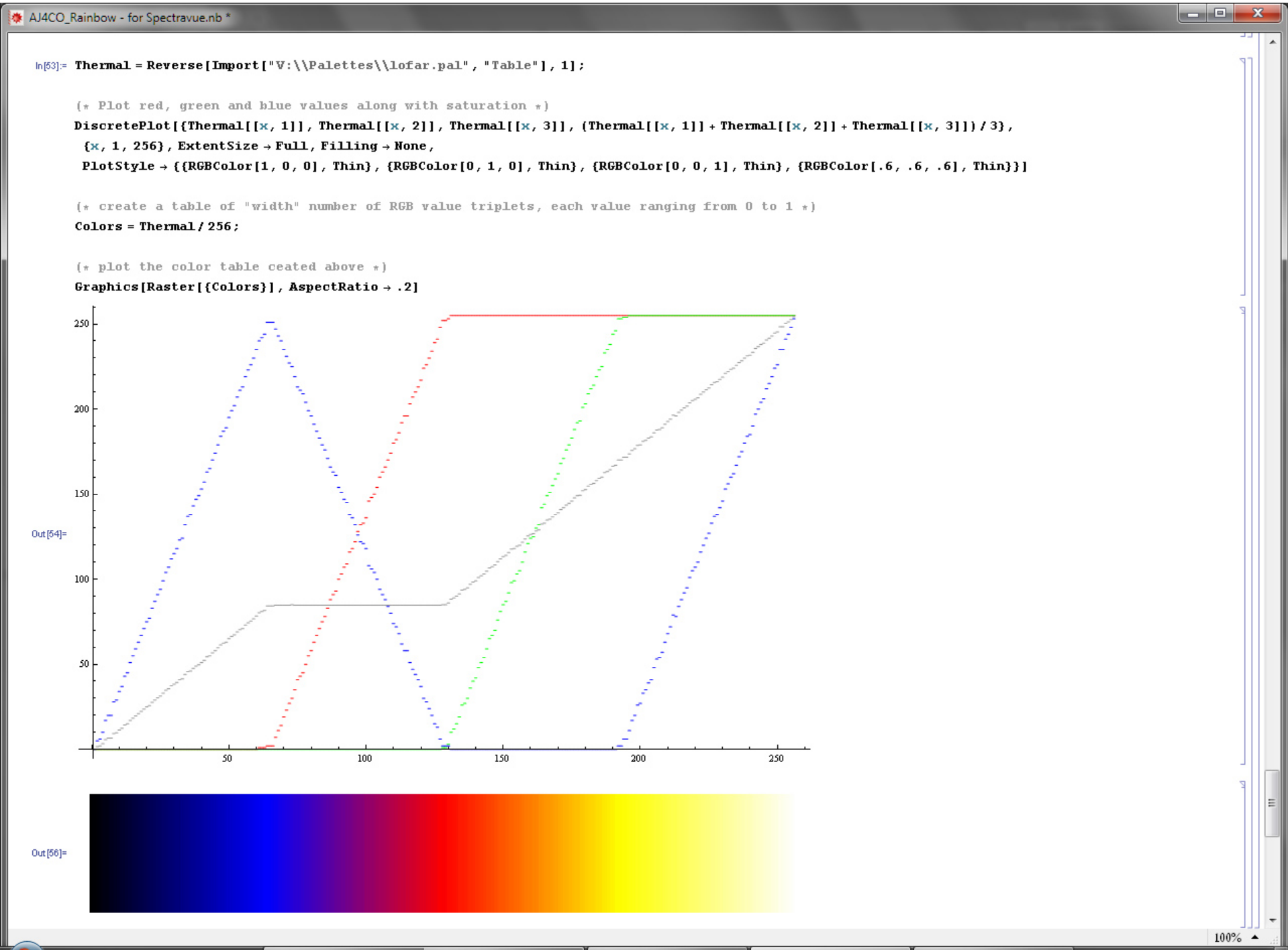
```
(* plot the color table ceated above *)
```

```
Graphics[Raster[Colors], AspectRatio -> .2]
```



Out[52]=





```
In[57]:= Thermal = Reverse[Import["V:\\Palettes\\n4ip_1.pal", "Table"], 1];
```

```
(* Plot red, green and blue values along with saturation *)
```

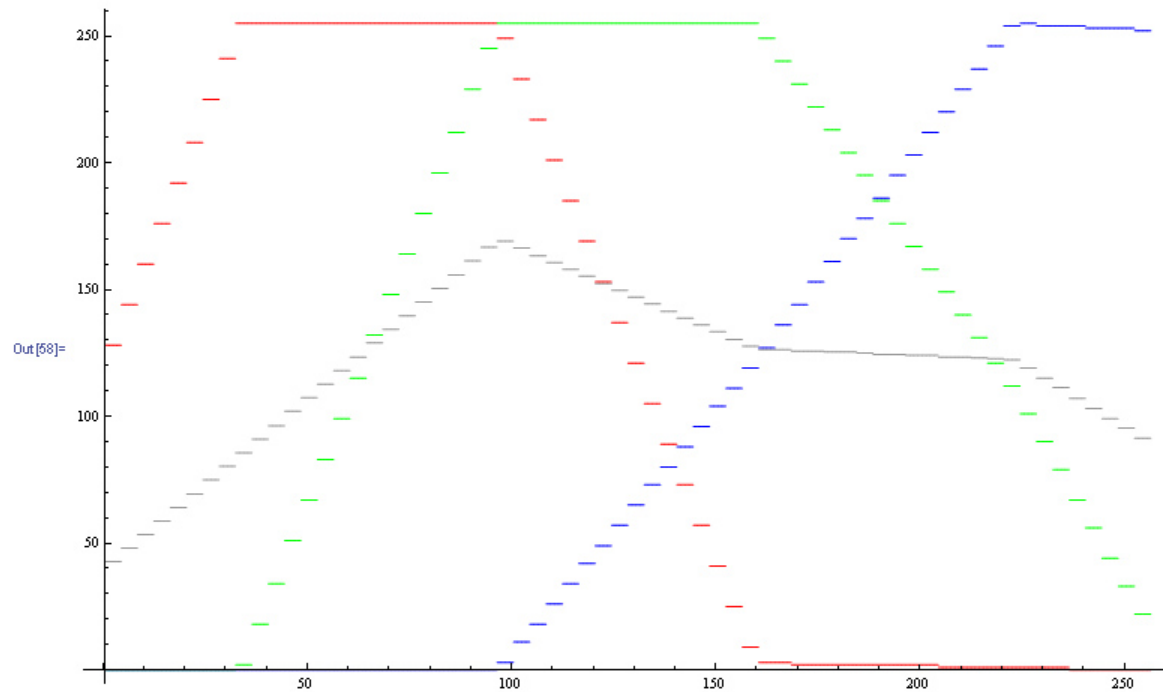
```
DiscretePlot[{Thermal[[x, 1]], Thermal[[x, 2]], Thermal[[x, 3]], (Thermal[[x, 1]] + Thermal[[x, 2]] + Thermal[[x, 3]]) / 3},
{x, 1, 256}, ExtentSize -> Full, Filling -> None,
PlotStyle -> {{RGBColor[1, 0, 0], Thin}, {RGBColor[0, 1, 0], Thin}, {RGBColor[0, 0, 1], Thin}, {RGBColor[.6, .6, .6], Thin}}]
```

```
(* create a table of "width" number of RGB value triplets, each value ranging from 0 to 1 *)
```

```
Colors = Thermal / 256;
```

```
(* plot the color table ceated above *)
```

```
Graphics[Raster[{{Colors}], AspectRatio -> .2]
```



Out[58]=

Out[60]=



```
In[81]:= Thermal = Reverse[Import["V:\\Palettes\\n4ip_in.pal", "Table"], 1];
```

```
(* Plot red, green and blue values along with saturation *)
```

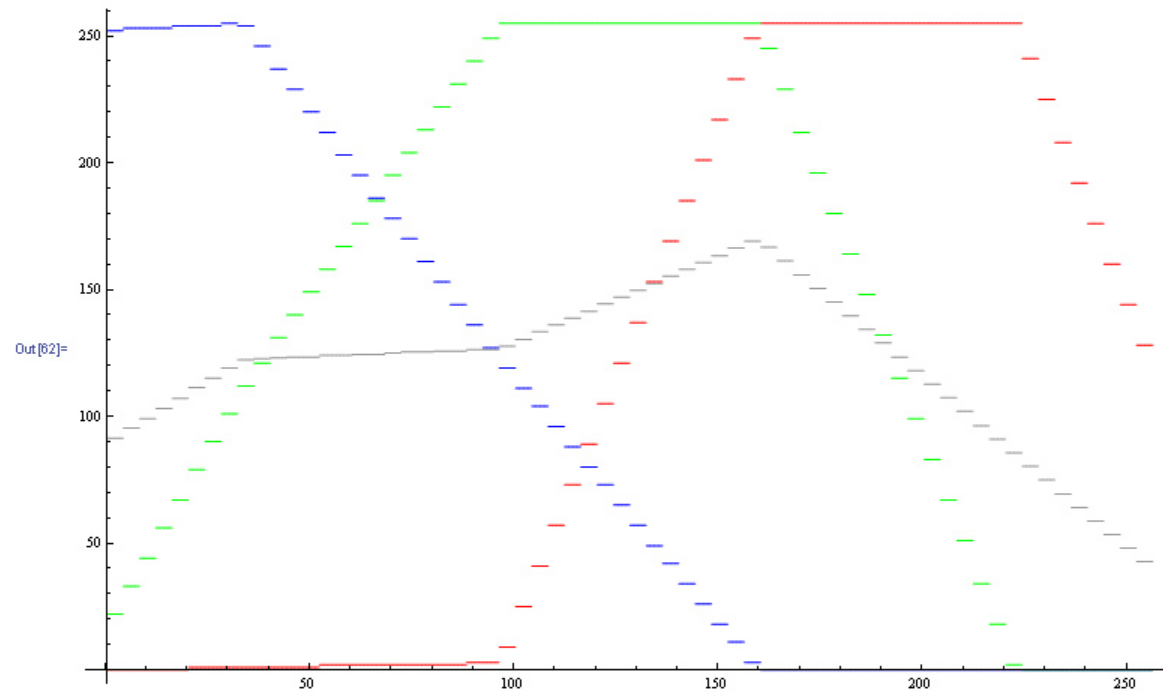
```
DiscretePlot[{Thermal[[x, 1]], Thermal[[x, 2]], Thermal[[x, 3]], (Thermal[[x, 1]] + Thermal[[x, 2]] + Thermal[[x, 3]]) / 3},
{x, 1, 256}, ExtentSize -> Full, Filling -> None,
PlotStyle -> {{RGBColor[1, 0, 0], Thin}, {RGBColor[0, 1, 0], Thin}, {RGBColor[0, 0, 1], Thin}, {RGBColor[.6, .6, .6], Thin}}]
```

```
(* create a table of "width" number of RGB value triplets, each value ranging from 0 to 1 *)
```

```
Colors = Thermal / 256;
```

```
(* plot the color table ceated above *)
```

```
Graphics[Raster[{{Colors}], AspectRatio -> .2]
```



Out[84]=



```
In[65]= Thermal = Reverse[Import["V:\\Palettes\\n4ip_2.pal", "Table"], 1];
```

```
(* Plot red, green and blue values along with saturation *)
```

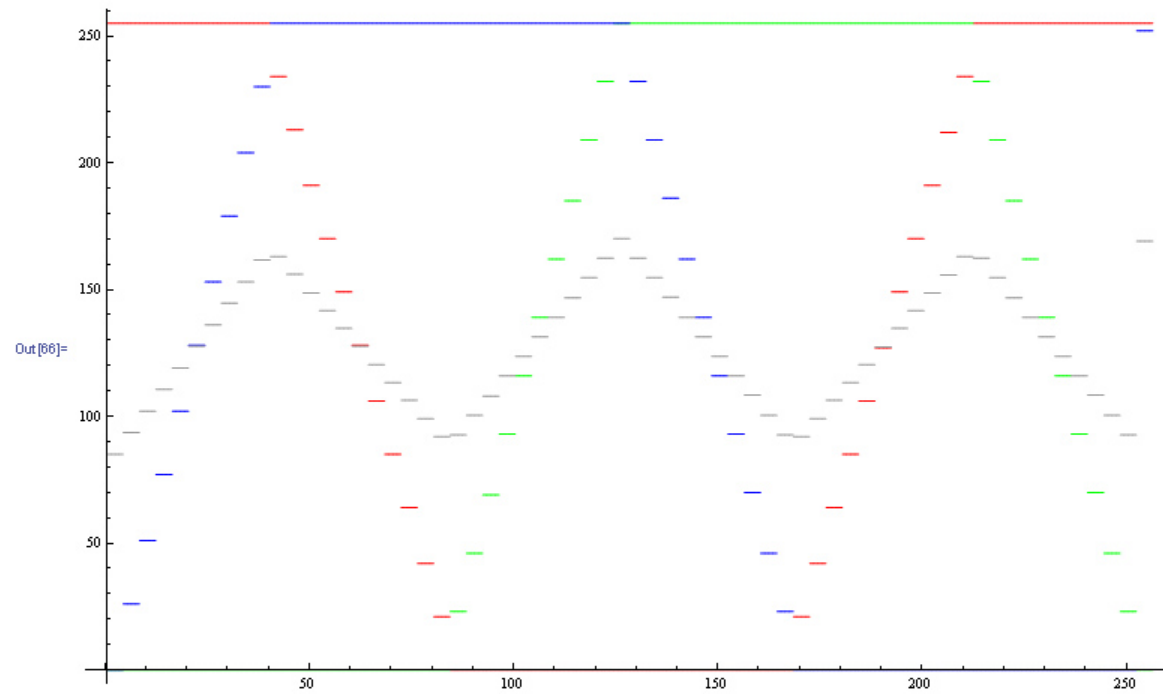
```
DiscretePlot[{Thermal[[x, 1]], Thermal[[x, 2]], Thermal[[x, 3]], (Thermal[[x, 1]] + Thermal[[x, 2]] + Thermal[[x, 3]])/3},
{x, 1, 256}, ExtentSize -> Full, Filling -> None,
PlotStyle -> {{RGBColor[1, 0, 0], Thin}, {RGBColor[0, 1, 0], Thin}, {RGBColor[0, 0, 1], Thin}, {RGBColor[.6, .6, .6], Thin}}]
```

```
(* create a table of "width" number of RGB value triplets, each value ranging from 0 to 1 *)
```

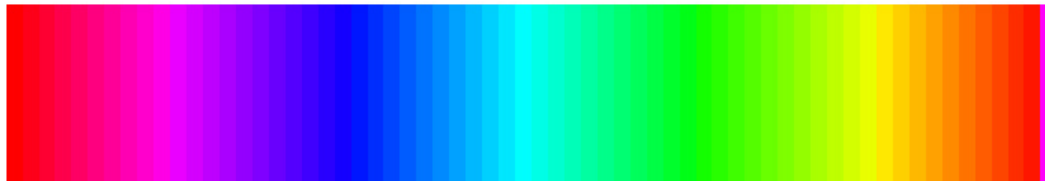
```
Colors = Thermal / 256;
```

```
(* plot the color table ceated above *)
```

```
Graphics[Raster[{{Colors}], AspectRatio -> .2]
```



Out[68]=



AJ4CO_Rainbow - for Spectravue.nb

```
In[69]:= Thermal = Reverse[Import["V:\\Palettes\\n4ip_3.pal", "Table"], 1];

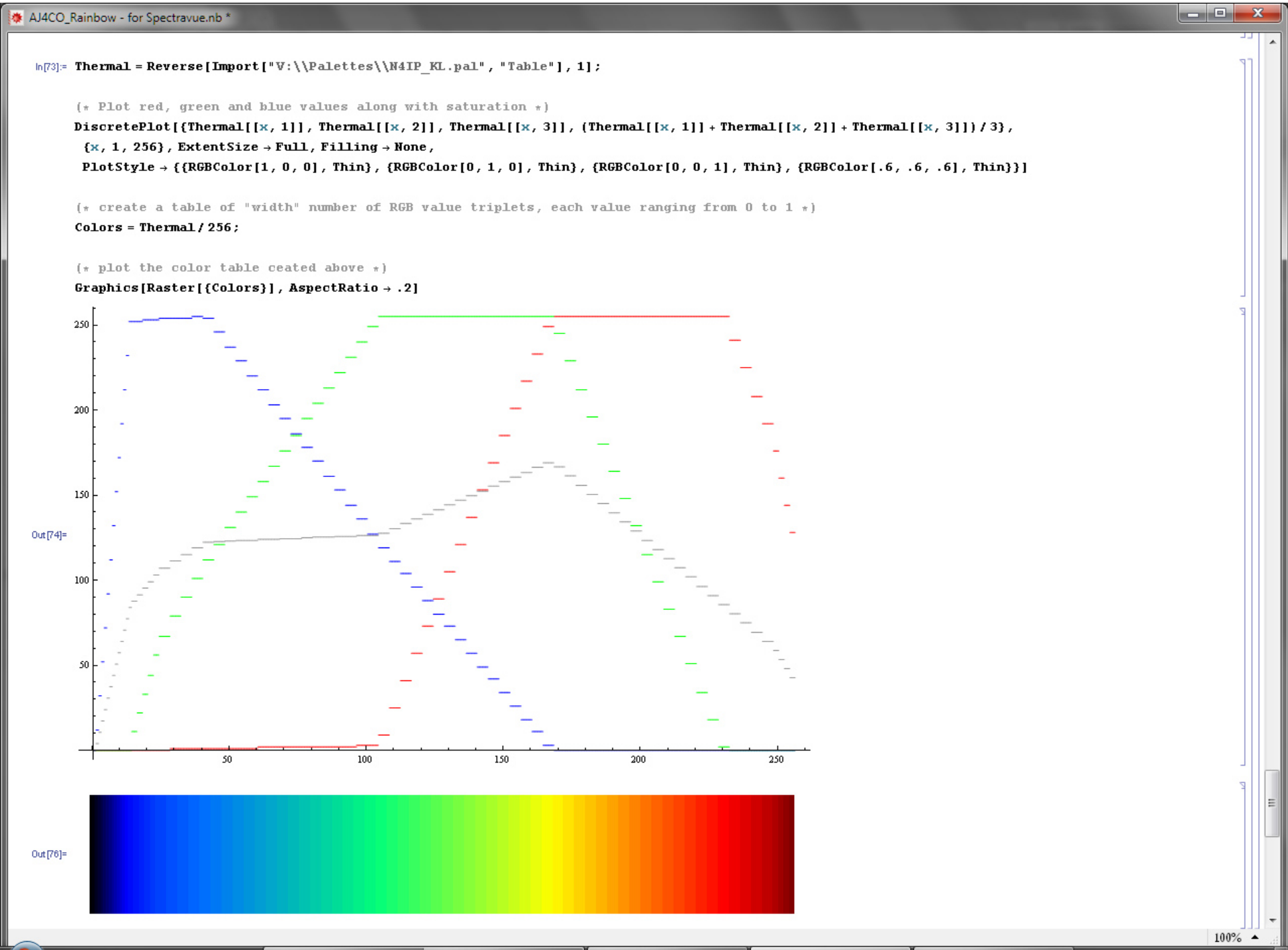
(* Plot red, green and blue values along with saturation *)
DiscretePlot[{Thermal[[x, 1]], Thermal[[x, 2]], Thermal[[x, 3]], (Thermal[[x, 1]] + Thermal[[x, 2]] + Thermal[[x, 3]]) / 3},
{x, 1, 256}, ExtentSize -> Full, Filling -> None,
PlotStyle -> {{RGBColor[1, 0, 0], Thin}, {RGBColor[0, 1, 0], Thin}, {RGBColor[0, 0, 1], Thin}, {RGBColor[.6, .6, .6], Thin}}]

(* create a table of "width" number of RGB value triplets, each value ranging from 0 to 1 *)
Colors = Thermal / 256;

(* plot the color table ceated above *)
Graphics[Raster[{{Colors}], AspectRatio -> .2]
```

Out[70]=

Out[72]=



AJ4CO_Rainbow - for Spectravue.nb

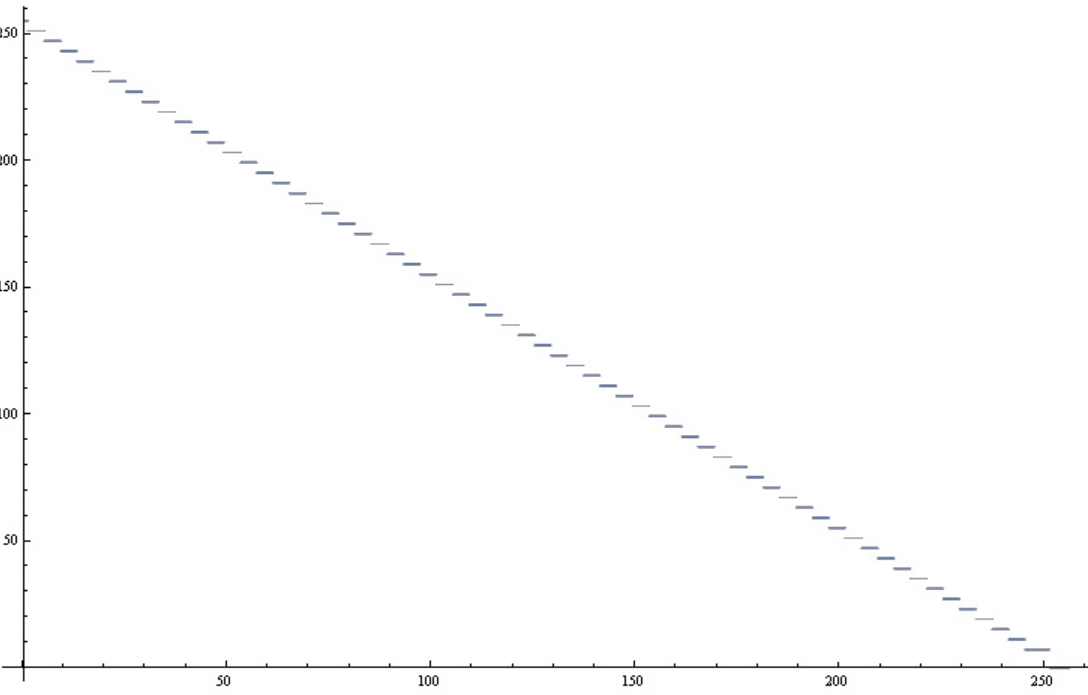
```
In[77]:= Thermal = Reverse[Import["V:\\Palettes\\negative.pal", "Table"], 1];

(* Plot red, green and blue values along with saturation *)
DiscretePlot[{Thermal[[x, 1]], Thermal[[x, 2]], Thermal[[x, 3]], (Thermal[[x, 1]] + Thermal[[x, 2]] + Thermal[[x, 3]]) / 3},
{x, 1, 256}, ExtentSize -> Full, Filling -> None,
PlotStyle -> {{RGBColor[1, 0, 0], Thin}, {RGBColor[0, 1, 0], Thin}, {RGBColor[0, 0, 1], Thin}, {RGBColor[.6, .6, .6], Thin}}]


(* create a table of "width" number of RGB value triplets, each value ranging from 0 to 1 *)
Colors = Thermal / 256;

(* plot the color table ceated above *)
Graphics[Raster[{Colors}], AspectRatio -> .2]
```

Out[78]=



Out[80]=



100%

