GENPAL: A simple Tool for the fast Generation of nonlinear Colormaps in GMV

The Idea behind GENPAL is to distort the normal ("from blue by green to red") linear colormap. That gradient function used to do this, is computed in GENPAL by a cubic spline going through the points (0.0),(x1,y1),(1,1). The middle point (x1,y1) can be choosen freely. With x1=y1=0.5 you can get the linear colormap again. For each computed gradient will be **four** colormaps generated:

1. Grayscale from black to white
2. Same as above but with reversed value order.
3. Colored from red by green to blue. (gradient value 0.5 corresponds green maximum)
4. Same as above but with reversed value order.

The program can be compiled by invoking "gcc -Wall -lm -o genpal genpal.c".
The command line syntax of GENPAL is:

genpal <template> [<x1> [<y1>]]

The description of parameters is:

template The generated colormaps are all named in kind of "template*.cmap"

x1,y1 The graph of gradient function goes through point (x1,y1). x1 and y1 defaults to 0.5 if they are omitted.

In figure 1 you can see a small example of different gradient functions.

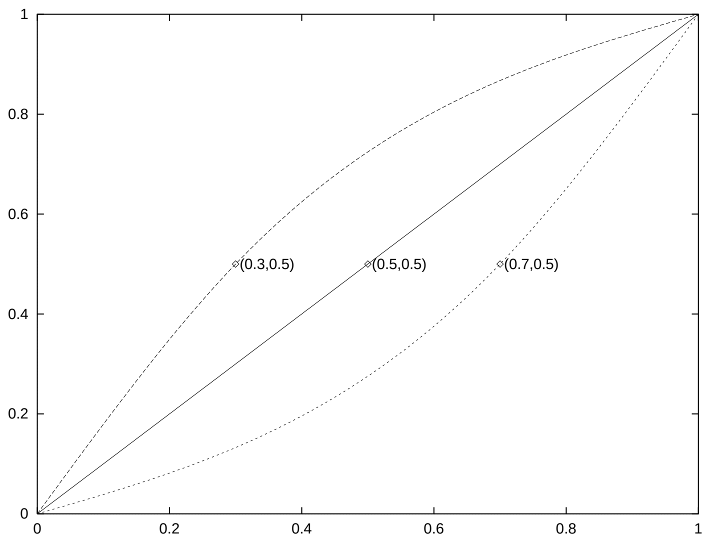

Figure 1: Gradients at values 0.5,0.3,0.7