Automatically Vary Transparency in Raster Color Palettes

The Color Palette Editor in TNTmips V6.90 allows you to create and edit palette colors used in displaying raster objects. You can quickly create palettes by setting up color spreads of varying types using standard color models such as RGB, HIS, and HBS. You can also assign a transparency value for each palette color, allowing you to set up displays that visually combine different objects by overlaying a raster with partially-transparent colors over another spatial object.

Color spreads with gradually varying transparency can also be set up very easily. When you create the color spread, assign different transparency values for the start and end colors. When you apply the spread, transparency values are assigned to the intermediate colors in the spread by varying the transparency linearly between your end-member transparency values. You can easily adjust the "transparency spread" by resetting the start and end transparencies and reapplying the spread. (If you set the same transparency for both start and end colors, all colors in the spread are assigned the same transparency. But you can more easily achieve a uniform tranparency for a raster with or without a color palette by adjusting the layer transparency in the Raster Layer Controls window). Varying transparency allows you to easily create different data-fusion effects using the same combinations of data so you can emphasize the visual elements in each layer that are most important.

