

Colors in **TECHBASE** are controlled by the colors.map file which is normally found in the TBASE27/sys directory. This is an editable text file which maps **TECHBASE** colors using the RGB (red, green, blue) format. The colors.met metafile distributed as a sample metafile with **TECHBASE** displays the definitions in colors.map. The **TECHBASE** version 2.7 distribution includes 20 color map files we have collected from our customers over the years. They are placed in the TBASE27/Example_Files/Color_Maps directory on a default installation, and are also available for download from the **TECHBASE** ftp site: ftp://www.techbase.com/pub/color_maps.

Viewing Colors Maps definitions:

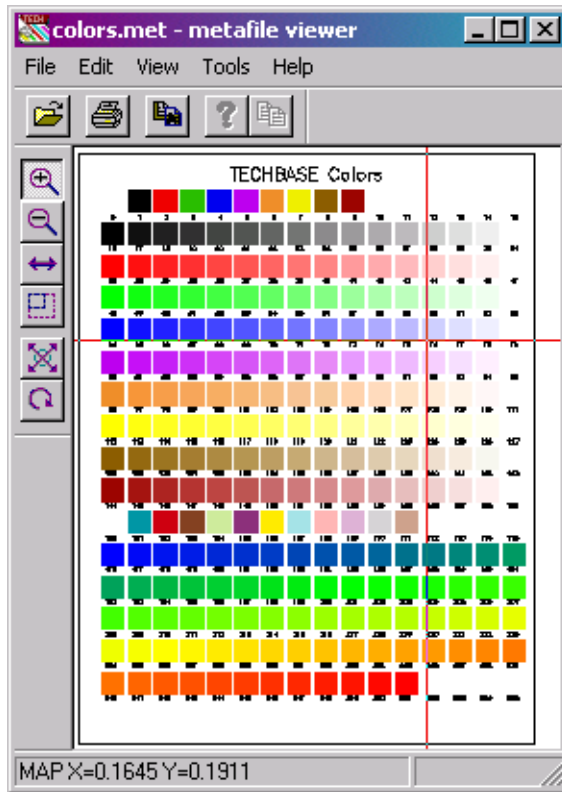
To view the colors defined in an alternate colors.map file, we recommend that you use the copy of the colors.met file in the Color_Maps directory. Copy whatever file you are interested in viewing to colors.map. In Windows, double-click on colors.met which will then reference the colors.map file. If you like the results, you can copy the colors.map to your project directory or tbase/sys directory (see referencing color maps later in this Technote).

Alternately, you can use the -T command line option in the MFWIN program. For example, if you wish to use **TECHBASE** colors as defined in a color map file called "colors_dnr.map" use the following syntax. From the Start/Run option in Windows, type:

```
mfwin -Tcolors_dnr.map colors.met
```

This will instruct the mfwin program to use the colors_dnr.map file when opening the metafile colors.met. A third, and final, method of opening the colors.met file using a specific color.map file is to first open the mfwin program. Then from the File/Open option in MFWIN, type the following into the command line box, and hit execute.

```
-Tcolors_dnr.map colors.met
```



Technote: Color Maps continued

Editing Color Maps:

You can edit your colors.map files using any text editor, for example the Windows Notepad program. Each line in the colors.map file defines a single color. The first line in your colors.map file sets the background color for **TECHBASE** graphics, and is typically white or black. Subsequent lines, beginning with number 1 (color 0) are used to reference these colors from **TECHBASE** menus.

The first column of each row designates the percentage of red, next column green and third column blue that defines these colors. Anything after the first three columns (RGB) is considered a comment and ignored. The RGB percentages are typically followed by the referencing line/color number and an optional description of the color.

The default colors.map file supplied with your **TECHBASE** distribution defines 256 colors. However, as of **TECHBASE** version 2.70, you can define and use 4096 colors in a single colors.map file. The first few lines of a typical colors.map file, and a **TECHBASE** menu referencing a color defined in the colors.map file are reproduced below:

```
1.0000 1.0000 1.0000 0 WHITE BACKGROUND
0.0000 0.0000 0.0000 1 BLACK
0.9375 0.0000 0.0000 2 RED
0.1875 0.7500 0.0000 3 GREEN
0.0000 0.0000 0.9375 4 BLUE
```

Referencing Color Maps:

Creating all these new color map files will require that you manage them so your metafiles reference the proper color map. **TECHBASE** will look for color map files first in the local directory, then in the TBASE27 directory, and finally in TBASE/sys. If the **TECHBASE** program locates a colors.map file in a local directory it will display metafiles using these definitions and look no further.

Color Maps that you wish to use only on a particular project may be stored in the local working or project directory. Metafiles opened from this directory will then show colors based on the local color.map file. Note that MFWIN must be pointed to your project directory to use the local colors.map definitions. In Windows, a desktop shortcut can be set with the "Start In" option set to your project directory. Alternately, in Windows/Explorer double-click on the metafile in a project directory to direct **TECHBASE** to use the local colors.map file rather than the file stored in the TBASE27/sys directory.