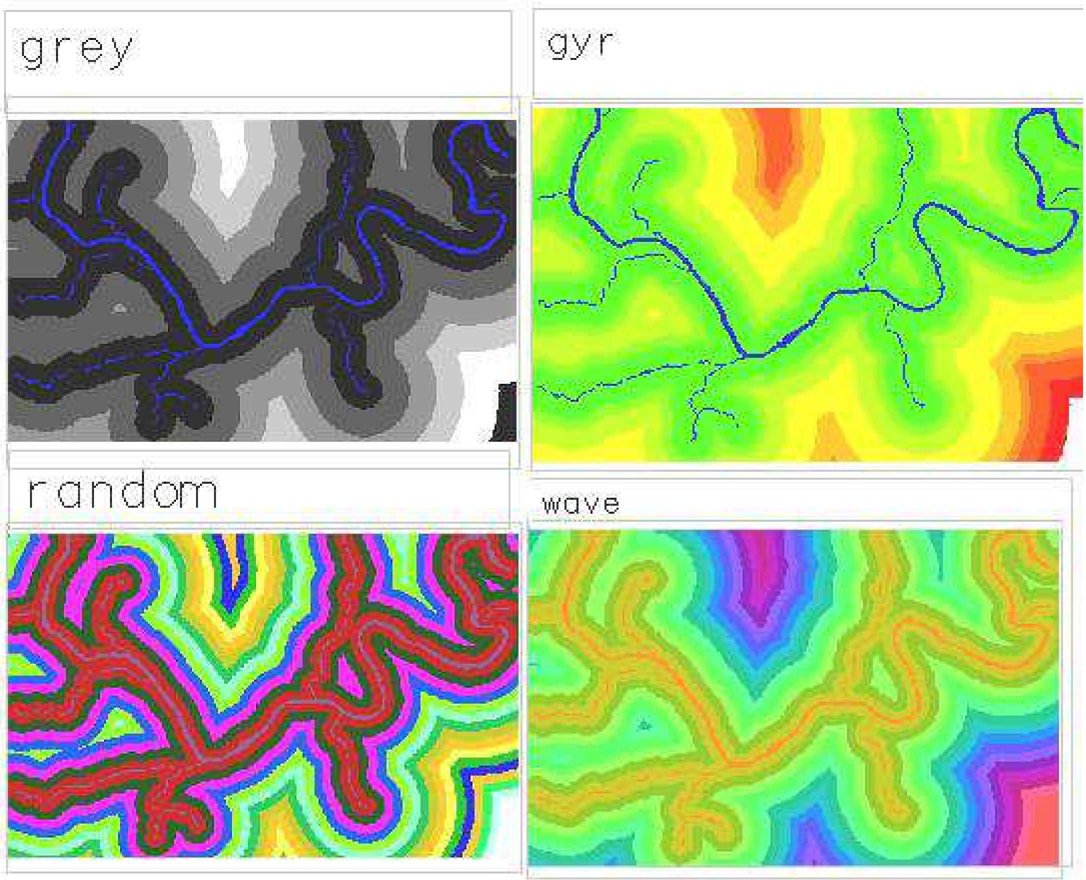
Changing the color appearance of a raster map; The GRASS Colortable

The colortable is the computer look-up mechanism that turns the numbers on the raster map into viewable colors on the screen. You can change the way a raster map appears using the GRASS command **`r.colors.`** The default for GRASS raster maps is the "rainbow" colortable. Here are other examples (I overlaid the raster map streams on the top 2):



To change the appearance of your dist.to.stream map. Type
r.colors
and enter the map name
and then choose the "grey" colortable

When prompted, you can simply hit return and accept the default value for these flags:

```
FLAG: Set the following flag?
Don't overwrite existing color table?(y/n) [n]
FLAG: Set the following flag?
Quietly?(y/n) [n]
```

Now display your map with
`d.rast dist.to.stream`
and note the results. If your frames are still active, the legend will not change. You'll have to select the frame, erase it, and redo the legend command. Bummer, but that's what we have.

You can also create a customized color table by choosing the "rules" colortable option. Try reruning the r.colors command and entering "rules" for the colortable option. The command will give you the range of categories in the map and prompt you for the rules, as follows:

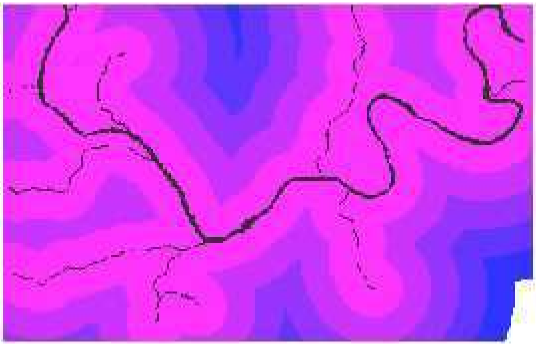
```
Enter rules, end when done, help if you need it.
```

```
Data range is 1 to 16
```

Type in what follows below to make the stream black (category 1) and the rest of the data go from magenta at the closest distance to blue at the farthest.

```
1 black
2 magenta
16 blue
end
```

Now display the raster map again and you should see something like this.



The white areas are "no data."

When you're done, go back the theTutorial Page

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