New ePlant 2

P. trichocarpa Tissues data for POPTR_0001s00410 gene.

| id | sample | log2 | log2fc |
|------------------|---------------|------------------|-------------------|
| POPTR_0001s00410 | internodes | 12.6388012931404 | 0.351658890709977 |
| POPTR_0001s00410 | mature-leaves | 6.14349546175707 | -6.14364694067333 |
| POPTR_0001s00410 | nodes | 12.2871424024304 | 0 |
| POPTR_0001s00410 | roots | 13.2011506256482 | 0.914008223217783 |
| POPTR_0001s00410 | young-leaves | 7.38963994270884 | -4.89750245972157 |

ABSOLUTE mode

1. Get the max value for Log2

We use max(13.201150) value to scale and populate legends.

2. Calculate data signal

Ratio(=log2*256.0/maxvalue) to **scale** the color intensity level.

When log2> 0

paintColour = (255, 255 - Ratio, 0);

When log2< 0

paintColour = (255 + Ratio, Ratio, - Ratio);

Then paint the objects by using paintColour.

| Samples | Log2*256/maxvalue | Color |
|---------------|-------------------|---------|
| internodes | 245 | #ff0a00 |
| mature-leaves | 119 | #ff8800 |
| nodes | 238 | #ff1100 |
| roots | 256 | #ff0000 |
| young-leaves | 143 | #ff7000 |

3. Populate legends

Populate legends using maximum value (13.201150) and log2 value. Same logic as above but we can change the number of legend items.

We use maximum value only to scale the color range and match with the legend colors. This will not affect the final results as you see here.

RELATIVE mode

1. Get the max value for Log2fc

We use max(6.143646) value to scale and populate legends.

2. Calculate data signal

Ratio(=log2fc/maxvalue) to **scale** the color intensity which can be plus or minus.

When log2fc > 0

paintColour = (255, 255 - Ratio, 0);

When log2fc < 0

paintColour = (255 + Ratio, 255 + Ratio, - Ratio)

Then paint the objects by using paintColour.

| Samples | Log2fc/maxvalue | Color |
|---------------|-----------------|---------|
| internodes | 0.057 | #fff100 |
| mature-leaves | -1 | #0000ff |
| nodes | 0 | #ffff00 |
| roots | 0.14 | #ffd900 |
| young-leaves | -0.79 | #3232cd |

3. Populate legends

Populate legends using maximum value (6.143646) and log2fc values. Same logic as above but we can change the number of legend items.