

1. luadraw palettes

a. Description

You can use @prism palettes with `luadraw` which is a package that greatly facilitates the creation of high-quality 2D and 3D plots via `Lua` and `TikZ`.

Note.

Initially, the @prism project was created to provide ready-to-use palettes for `luadraw`.

b. Use a luadraw palette

The `Lua` palette names all use the prefix `pal` followed by the name available in the file `palettes.json`. You can access a palette by two ways.

- `palGistHeat` is a `Lua` variable.
- `getPal('GistHeat')` and `getPal('palGistHeat')` are equal to `palGistHeat`.

Note.

The `Lua` palette variables are arrays of arrays of three floats. Here is the definition of `palGistHeat`.

```
palGistHeat = {  
  {0.0, 0.0, 0.0},  
  {0.105882, 0.0, 0.0},  
  {0.211764, 0.0, 0.0},  
  {0.317647, 0.0, 0.0},  
  {0.429411, 0.0, 0.0},  
  {0.535294, 0.0, 0.0},  
  {0.641176, 0.0, 0.0},  
  {0.752941, 0.003921, 0.0},  
  {0.858823, 0.145098, 0.0},  
  {0.964705, 0.286274, 0.0},  
  {1.0, 0.42745, 0.0},  
  {1.0, 0.57647, 0.152941},  
  {1.0, 0.717647, 0.435294},  
  {1.0, 0.858823, 0.717647},  
  {1.0, 1.0, 1.0}  
}
```

There are also some options. To explain how this works, let's consider the following use case.

```
mypal = getPal(  
  'GistHeat',  
  {  
    extract = {2, 5, 8, 9},  
    shift   = 1,  
    reverse = true  
  }  
)
```

To simplify the explanations, we will refer to the colors in the standard palette 'GistHeat' as `coul_1`, `coul_2`, etc. The options are then processed in the following order.

1. {`coul_2`, `coul_5`, `coul_8`, `coul_9`} is the result of the extraction.
2. {`coul_9`, `coul_2`, `coul_5`, `coul_8`} comes from the shifting applied to the extracted palette (colors move to the right if `shift` is positive).
3. {`coul_8`, `coul_5`, `coul_2`, `coul_9`} is the reversed version of the shifted palette.