
Subject: Q: How does "TV, bwtable (image)" work?
Posted by [mayor](#) on Mon, 14 Jun 1993 03:47:42 GMT
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In the April 1992 issue of IDL News on page 4, I found a "Tech Tip" on how to make color images into Postscript halftones. It says:

```
TVLCT, r, g, b, /GET
bwtable = BYTSCL(.3*r + .59*g + .11*b)
SET_PLOT,'PS'
DEVICE,BITS_PER_PIXEL=8
TV, bwtable (image)
DEVICE, /CLOSE
```

Could someone explain how the TV command in this example works?

Also, now that I have a halftoned image, I need to draw a halftoned legend using polyfills and I have to draw lines where I control whether they are done in black or white. Before I switched to halftones, this was easy. All I had to do was use the color keyword. Now, how do I refer to the specific shades of the halftone table?

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