
Subject: Colors Common Block?

Posted by [dirk](#) on Thu, 20 Aug 1998 07:00:00 GMT

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A question about color tables:

I want a simple inverted black and white color table, and i define it with red, green, and blue arrays that all run from 255 to 0. Then i load them in with

```
tv!ct,red,green,blue
```

No problem. BUT, now I want to play with the stretch and gamma correction for this new color table just like with xloadct.

The functions gamma_ct and stretch seem to be designed for this, but they always remove my color table and re-establish the old black and white. Adding the /Current keyword doesn't help.

The /current keyword is described as:

Set this keyword to apply correction from the "current" color table (i.e., the values R_CURR, G_CURR, and B_CURR in the COLORS common block). Otherwise, correction is applied from the "original" color table (i.e., the values R_ORIG, G_ORIG, and B_ORIG in the COLORS common block). The gamma corrected color table is always saved in the "current" table (R_CURR, G_CURR, B_CURR) and the new table is loaded.

So I have a feeling that i need to somehow edit this Colors common block so it has my tv!ct values in R_Curr, G_CURR, and B_CURR.

Can anyone help before i resort to (shudder) IRAF?

Thanks!

- Dirk
