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Subject: Re: COLOR\_QUAN question  
Posted by [Struan Gray](#) on Thu, 19 Aug 1999 07:00:00 GMT  
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David Fanning, davidf@dfanning.com writes:

- > There is no requirement, I don't think, that the
- > same value be assigned the same color in two different
- > instances. Only that the pixel values and the colors
- > fairly represent the colors in the 3D image.

A while back someone asked for a way to force COLOR\_QUAN to use a particular color table. I tried seeding it with a dummy image containing 256 pixels and a simple ramp through the desired table, hoping to use /MAP\_ALL and /GET\_TRANSLATION to force subsequent calls to use the same colour map.

I gave up because the colour map returned by the first call was always different from that used to generate the dummy image. That is, even if you feed COLOR\_QUAN an RGB image with only 256 pixels (which it should be able to reproduce exactly with an 8-bit colour table) the RGB values of the colour map it generates are different from the pixels' RGB values.

Struan

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