
Subject: Re: gamma correction

Posted by [Dick Jackson](#) on Fri, 28 Jun 2002 04:42:38 GMT

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"David Fanning" <david@dfanning.com> wrote in message
news:MPG.1785543b517ba7a498991a@news.frii.com...

> Dick Jackson (dick@d-jackson.com) writes:

>

>> By changing the colortables with Gamma_CT or just

>> using TVLCT [with 24-bit images]

>

> I just point out again that while this would probably

> work on a Mac and PC, it probably won't work on a

> UNIX machine. The last time I checked (several years

> ago and God knows RSI has changed the way color works

> enough times that two years is ancient history), a

> UNIX machine in TRUECOLOR mode, with color decomposition

> turned OFF, did not take the image values through the

> color table before display, as it does with PCs.

Sorry, you had mentioned that. Would someone confirm whether this is still the case!

> In other words, on UNIX machines a true-color image

> is a true-color image [...]

>

> Now I see that the fore-sighted engineers at RSI

> were really concerned about gamma correction and

> had put the machinery in place to handle this

> without me even realizing it. Have I mentioned that

> I *love* IDL!

:-) Gotta wonder, was it intentional? Could they be reconciled?

> I'm just feeling sorry for the UNIX

> guys now. They are going to have to modify the

> numbers in their image to get the same effect.

We can always just make three lookup arrays and use them 'manually' to give the same effect, as in:

```
newImageRedChannel = redLookup[origImageRedChannel]
```

Or simpler, if all three channels are using the same transfer function (simple gamma curve, for example), we could just make one 256-byte lookup table and then:

```
TV, /True, gammaLookup[origImage]
```

Cheers,

--

-Dick

Dick Jackson / dick@d-jackson.com
D-Jackson Software Consulting / http://www.d-jackson.com
Calgary, Alberta, Canada / +1-403-242-7398 / Fax: 241-7392
