
Subject: Producing potable color images from IDL?
Posted by [Chris Mulliss](#) on Sun, 24 Nov 2002 15:04:53 GMT
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Hello,

This is not strictly an IDL question, but here goes...

When I produce 24-bit color images in IDL (running on a SUN) and try to display them on an SGI or Windows box, they tend to come out looking very dark.

I have been told that it is probably a hardware-dependent gamma correction problem. I have been told also that the PNG image format has the ability to store the gamma value of the machine that the image was created so that the image can be "gamma corrected" on other platforms. IDL's help on PNG does not mention this feature and I have this problem with all file formats that I have tried including PNG.

So, does anybody know what is going on? Has anyone found a way to make images in IDL that don't look dark on other platforms? Does anyone have a reference to the mathematical nature of this "gamma correction" so that I look into accounting for it in code.

Thanks,
Chris
