
Subject: Re: STRETCH: A bug?
Posted by [timrobshaw](#) on Sun, 21 Mar 2004 23:45:30 GMT
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Hi David,

Thanks; I wasn't sure if "non-optimal algorithm" was equivalent to "bug". Oh, don't forget to add the TOP keyword set to !d.table_size-1 in the bytscl call! One thing I had taken for granted until I looked at the code is that STRETCH can be used to reverse the color table quite easily:

```
stretch, !d.table_size-1, 0
```

Thanks again. -Tim.

David Fanning <david@dfanning.com> wrote in message
news:<MPG.1ac76b071a389748989705@news.frii.com>...

> Tim Robishaw writes:

>

>> So I've been thinking too much about color tables. I took a look at
>> IDL's STRETCH just to make sure it does as it advertises, but I'm
>> mostly sure it doesn't. I'm not so sure I want to run around saying
>> it's a bug, so I thought I'd run it by you guys for opinions.

>

> I'm not sure I would go so far as to call it a bug.

> Maybe a non-optimal algorithm.

>

> But your method works, and it is much faster than the
> inelegant way I was doing this in one of my programs,
> so I've adopted it. It's not going to make you famous,
> of course, but maybe it's vindication for spending all
> those long hours working it out. :-)

>

> Cheers,

>

> David
