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Subject: Re: STRETCH: A bug?

Posted by [David Fanning](#) on Sun, 21 Mar 2004 16:04:42 GMT

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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

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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