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Subject: ENVI: how to avoid stretching in image displays?

Posted by [wl2776](#) on Mon, 09 Aug 2004 19:03:16 GMT

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Hi all.

I have an image in byte binary format with pixel values ranging from 0 to 104.

And I have a color table specifying colors for each of those 105 values.

These colors are situated in the table in places with numbers 0-104.

So, it is supposed, that displayed pixels will have colors, which numbers equal pixel values.

However, when I try to display image it is displayed with stretch (linear or gaussian or else) and pixels are assigned with another colors, which numbers differing from the pixel values.

How to avoid the stretching?

In other words, how to make ENVI to display pixel, having value 0, with color number 0 from the color table, to display pixel, having value 1, with color number 1 from the color table, etc?

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