Subject: Re: ENVI: how to avoid stretching in image displays? Posted by tianyf on Tue, 10 Aug 2004 08:25:47 GMT

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The answer is in the ENVI help documents.

Tian.

wl2776@yandex.ru (wl) wrote in message news:<1c9e5a19.0408091103.2598f9e5@posting.google.com>...

- > 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, whith 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?