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Subject: Re: Color table question

Posted by [hofer](#) on Tue, 11 Aug 1992 10:13:28 GMT

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In article <1992Aug10.223854.14071@news2.cis.umn.edu>, patel@sparky.drad.umn.edu writes:

> In PV-WAVW, I need to display a gray scale image(256 grays). I need  
> few colors for graphics. I did the following to accomplish this:

```
>  
>  
> loadct,0    ; load a gray scale color table.  
> ; Load the color table with 7 colors.  
> Tvlct, 140, 140, 140, 1  
> Tvlct, 130, 140, 220, 2  
> Tvlct, 90, 80, 160, 3  
> Tvlct, 255, 255, 255, 4  
> Tvlct, 200, 200, 60, 5  
> Tvlct, 50, 170, 80, 6  
> Tvlct, 200, 70, 70, 7  
>  
> ; Byte scale the image in 'im'  
> imb=bytsc1(im)  
> ;to avoid funny colors in the image, set all pixels with value <10 to 10  
> imb(where(imb lt 10))=10  
> tvscl,imb  
> end  
>  
>  
> with this segment of the program, I donot expect to see any colors  
> in my image. But I do see scattered pixels with different colors.  
> What am I doing wrong here.  
> Thanks for your help.  
>  
> Maqbool Patel  
> patel@hippy.drad.umn.edu
```

Use `tv' instead of `tvscl' to plot the image. `tvscl' scales the image into the range 0..255, so all pixels with the value 10 in `imb' will become 0. BTW, wouldn't it be more sensible to scale your data linear between 10 and 255 instead of setting all values <10 to 10. So I would use:

```
; Byte scale the image in 'im' to the range 10..255  
imb = bytsc1(im, TOP=245) + 10B  
; dump the image to the screen  
tv, imb
```

Hope this helps.

Remo Hofer

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