Subject: Re: Understanding Color in IDL
Posted by David Fanning on Wed, 11 Oct 2006 21:40:41 GMT
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JD Smith writes:

> And why wouldn't they? Decomposed TrueColor is useful when you have a
> specific set of colors in mind, approximating, as you mention, how a
> human would see it with their own eyeballs (for instance as digital
> cameras attempt to do). Most data which flows into IDL isn't obtained
> with devices which attempt any such "as it would appear in the
> real-world" approximation, but rather instruments whose data requires
> some form of visual representation to mesh with the
> evolutionarily-encoded image analysis skills of their human
> operators. Indexed color tables are the fastest route to that sort of
> visualization.

I have no problem with color tables. Couldn't live without
them in every scientific program I ever wrote. My beef is
with a dumb TV command that can't figure out for itself
whether I have a 2D array that should go though a color
table or a 24-bit image that has its color information built
in and should NEVER go through a color table.

I like decomposed color because I want to use that expensive
graphics card I bought and I want my image displayed with one
color table and I want other colors used for my beautiful
graphics display, and I want it all at once. I don't want
to have to piggy back on my image colors or (worse) sacrifice
image colors for drawing colors.

I absolutely agree with you that when a new user can't get
something as simple as a TV command to work, they aren't
exactly well-motivated to move on to something more complicated.
Say a filled contour plot with a hole in it! I wish someone
would spend a couple of days fixing these basic problems.
It's painful to have people look at you like you are nuts
when you try to explain how these things really work.

Cheers,

David
--
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")