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Subject: Update to XStretch

Posted by [David Fanning](#) on Thu, 06 Sep 2007 20:41:52 GMT

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Folks,

In an ongoing effort to keep up with and surpass ENVI functionality, I have added four more interactive pixel transformations (otherwise known as contrast stretches) to XStretch. These are a two percent linear stretch, a square root stretch, a Gaussian stretch, and a histogram equalization stretch. Adding the functionality required writing two new programs for the library: GaussScl, and ClipScl.

All of these programs can be found here:

<http://www.dfanning.com/programs/xstretch.zip>

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.")

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