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Subject: Re: RGB Color reconstruction

Posted by [rpertaub@gmail.com](mailto:rpertaub@gmail.com) on Tue, 30 Oct 2007 19:53:32 GMT

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On Oct 30, 3:16 pm, David Fanning <n...@dfanning.com> wrote:

> rpert...@gmail.com writes:

>> I changed the tvscl to tv, and indeed it makes no difference since I  
>> already bytescaled previously. I use the maxes because my maximum  
>> count for each channel is different (red is much more than green and  
>> blue).

>

> Yes, but you scaled each channel individually, so each used  
> the maximum value of that channel in the scaling! No need to  
> force it to do that.

>

>> I also switched the blue and red to get a real RGB opposed to BGR. The  
>> image does seem to have changed from an RGB to a BGR...an area which  
>> used to be all red is now all blue...however, again clicking on it and  
>> looking at counts at that blue pix for difference channels tells me  
>> that the red frame had more intensity there than the blue frame, yet  
>> the pixel color is blue. I would expect if the red frame to be much  
>> higher intensity the pixel to be a reddish purple...not blue..!

>

> What version of IDL are you using? And how are you determining  
> the image value at that pixel location?

>

>> still not understanding how true=1 creates an rgb image..

>

> It just loads the three planes of the 24-bit image into  
> the three color channels. No magic there, at all. It would  
> be the same as doing this:

>

> TV, BytScl(red), Channel=1  
> TV, BytScl(green), Channel=2  
> TV, BytScl(blue), Channel=3

>

> Cheers,

>

> David

>

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>

> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

I am using IDL 6.3

But I also wanted to say thanks, as your questions pointed me to my

mistake. I am doing hyperspectral imaging so it is a bit crazy with the many wave bands etc...but thanks again for your help!  
rp

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