Subject: Re: RGB Color reconstruction
Posted by David Fanning on Tue, 30 Oct 2007 19:16:33 GMT
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rpertaub@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

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

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