
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.")
