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Subject: Re: RGB Color reconstruction

Posted by [rpertaub@gmail.com](mailto:rpertaub@gmail.com) on Tue, 30 Oct 2007 19:06:09 GMT

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On Oct 30, 2:38 pm, David Fanning <n...@dfanning.com> wrote:

> David Fanning writes:

>> Well, quite a lot going wrong here, I think. :-)

>

> Also, why would you use TVSCL after just scaling

> the data? TVSCL with 24-bit color images is just

> going to get you in a WORLD of hurt, sooner or later.

>

> 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 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).

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

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