
Subject: Re: interact with iimage from the command line?

Posted by [pgrigis](#) on Wed, 21 May 2008 18:13:46 GMT

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David Fanning wrote:

> pgrigis@gmail.com writes:

>

>> Well, it is true that 8 bit color tables are the only ones
>> that are easily accessible from IDL, but there is nothing
>> to stop users to display false color images with color
>> tables with more than 256 elements, apart having to write
>> a few lines of code. As a matter of fact, sometimes I wonder
>> whether we should have some nice color table with, say,
>> 1024 elements...

>

> Well, what few lines of code would you write? I'd like
> to see how something like this would work.

Here's a quick working code. The trick of course
is to transform the intensity array into a true color
image:

```
;create 512 element color table  
;by combining 2 different color tables  
rl=bytarr(512)  
gl=bytarr(512)  
bl=bytarr(512)
```

```
loadct,3  
tv!ct,r,g,b,/get  
rl[0:255]=r  
gl[0:255]=g  
bl[0:255]=b
```

```
loadct,5  
tv!ct,r,g,b,/get  
rl[256:511]=r  
gl[256:511]=g  
bl[256:511]=b
```

```
;create some data  
im=dist(512,512)
```

```
;scale data  
im=(im-min(im))/(max(im)-min(im))*511
```

```
;create true color image  
im2=bytarr(512,512,3)
```

```
im2[:,*,0]=rl[im]  
im2[:,*,1]=gl[im]  
im2[:,*,2]=bl[im]
```

```
;display image  
tv,im2,true=3
```

Ciao,
Paolo

```
>  
> 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.")
```
