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Subject: What exactly does the command "stretch" do to the colormap?

Posted by [ICBM0926](#) on Wed, 08 Apr 2009 08:08:41 GMT

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Dear all

I am trying to use TVSCL to plot colored contour plots. Before the "TVSCL" command, I am trying to use "stretch" to

adjust my color table. For what I know, there are only 256 levels in IDL colormap. What does the "stretch" command do

while I use "stretch, 0, 368" or "0, 128" ? How does it change the colortable used below?

Best regard

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