Gray writes:

> The image display/processing program DS9 has a feature where you can
> interactively adjust the colormap of the image by dragging the mouse;
> this changes the colormap's "contrast" (between 0 and 10) and
> "bias" (between 0 and 1). I'd like to be able to reproduce that kind
> of adjustment in IDL (not interactively - I want to be able to apply
> the same adjustments to a number of images), but I'm not sure exactly
> what it is they're doing. Can anyone give me guidance?

I don't have any idea what they are doing, but this sounds
suspiciously similar to "windowing and leveling" an image.
That is, you select a range of image values in the image
(the window) and you center that window at some value
in the image (the level). In your case, contrast is
the window and bias is the level, I would be willing to
bet.

   http://www.dfanning.com/ip_tips/contrast.html

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.")