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Subject: image contrast, bias a la DS9

Posted by [Gray](#) on Thu, 22 Apr 2010 14:05:30 GMT

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Hi all,

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?

Thanks!

--Gray

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