
Subject: Re: working with colours

Posted by [David Fanning](#) on Tue, 13 Jan 2004 13:57:04 GMT

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maarten writes:

> I have a problem with working with colours. I have two datasets that
> will be layed on eachother. One of the datasets will be displayed in
> greyscale, the other will have to be displayed in a blue-red activation
> colourscheme, transparency isn't needed. I tried to divide the
> colourspace in two separate parts using the bytscl command. But then all
> the colours of my linux environment are changed. Is there a way to avoid
> this, and also to be able apply the colourscheme to just one window,
> leaving the other windows in greyscale?

I think what you are talking about is 24-bit color.

It may be time for a graphics card update on your machine. :-)

Cheers,

David

--

David W. Fanning, Ph.D.

Fanning Software Consulting, Inc.

Phone: 970-221-0438, E-mail: david@dfanning.com

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: working with colours

Posted by [Pepijn Kenter](#) on Tue, 13 Jan 2004 14:29:04 GMT

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maarten wrote:

> Hello,

>

> I have a problem with working with colours. I have two datasets that
> will be layed on eachother. One of the datasets will be displayed in
> greyscale, the other will have to be displayed in a blue-red activation
> colourscheme, transparency isn't needed. I tried to divide the
> colourspace in two separate parts using the bytscl command.

It's possible that I misunderstand your problem or that you already thought of the following solution, but it seems to me that you can map the first parameter to the Value, and the second parameter to the Hue in the HSV (or HSL) color coordinate system. You can use the `color_convert` routine from IDL to convert this HSV color to an RGB value, and then display the result as normal.

HTH, Pepijn.

Subject: Re: working with colours
Posted by [maarten](#) on Tue, 13 Jan 2004 14:49:56 GMT
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Pepijn Kenter wrote:

>
>
> maarten wrote:
>
>> Hello,
>>
>> I have a problem with working with colours. I have two datasets that
>> will be layed on eachother. One of the datasets will be displayed in
>> greyvalues, the other will have to be displayed in a blue-red
>> activation colourscheme, transparancy isn't needed. I tried to divide
>> the colourspace in two separate parts using the bytscl command.
>
>
> It's possible that I misunderstand your problem or that you allready
> thought of the following solution, but it seems to me that you can map
> the first parameter to the Value, and the second parameter to the Hue in
> the HSV (or HSL) color coordinate system. You can use the color_convert
> routine from IDL to convert this HSV color to an RGB value, and then
> display the result as normal.
>
> HTH, Pepijn.
>

I checked the number of colors in IDL, but this is only 256. is it possible to make this number higher and would this solve the problem?
regards maarten

Subject: Re: working with colours
Posted by [David Fanning](#) on Tue, 13 Jan 2004 15:05:32 GMT
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maarten writes:

> I checked the number of colors in IDL, but this is only 256. is it
> possible to make this number higher and would this solve the problem?

Yes, make the number 16.7 million. :-)

Cheers,

David

P.S. What kind of graphics card does this machine have?

--

David W. Fanning, Ph.D.

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Subject: Re: working with colours

Posted by [Liam Gumley](#) on Tue, 13 Jan 2004 16:14:00 GMT

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maarten" <user@domain.invalid> wrote in message
news:4003EF71.5070201@domain.invalid...

> I have a problem with working with colours. I have two datasets that
> will be layed on eachother. One of the datasets will be displayed in
> greyscale, the other will have to be displayed in a blue-red activation
> colourscheme, transparency isn't needed. I tried to divide the
> colourspace in two separate parts using the bytscl command. But then all
> the colours of my linux environment are changed. Is there a way to avoid
> this, and also to be able apply the colourscheme to just one window,
> leaving the other windows in greyscale?

Download my IMDISP program from

http://www.gumley.com/PIP/Free_Software.html

and try this:

```
;- Gray scale image  
window, /free  
loadct, 0, bottom=0, ncolors=64  
imdisp, dist(256), bottom=0, ncolors=64
```

```
;- Blue/red image  
window, /free  
loadct, 11, bottom=64, ncolors=64  
imdisp, dist(256), bottom=64, ncolors=64
```

If the colors don't turn out as expected, then exit IDL, and save the following commands in a file named \$HOME/idl_startup.pro:

```
if !version.os_family eq 'unix' then device, true_color=24
window, /free, /pixmap, colors=-10
wdelete, !d.window
device, decomposed=0, retain=2, set_character_size=[10, 12]
device, get_visual_depth=depth
print, 'Display depth: ', strcompress(depth)
print, 'Color table size: ', strcompress(!d.table_size)
```

Use this file as your IDL startup file by setting the IDL_STARTUP environment variable, and start a new IDL session, e.g.

```
% setenv IDL_STARTUP $HOME/idl_startup.pro
% idl
```

Now try the image display commands again.

Cheers,
Liam.
Practical IDL Programming
<http://www.gumley.com/>

Subject: Re: working with colours
Posted by [maarten](#) on Tue, 13 Jan 2004 16:46:03 GMT
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thanks very much!
it all works great now
