Subject: RGB False color
Posted by rpertaub@gmail.com on Thu, 18 Oct 2007 15:16:13 GMT
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Hello,
I have a false color problem. Let me explain.

Say my image array size is only 2x2 (i.e.pixel 0,1,2,3).
Frame 1 is R, frame 2 is G and frame 3 is B.
Say pixel 0 on frame 1 and 3 both have the same value (say count 1000), and that same pixel on frame 2 is 0. Then my 'color' image (frame 4) will show pixel 0 as purple (same intensity of red and blue).

What I want to do is have the choice to have my frame 4/color image be colored by reading intensities of R,G,B of frames 1,2,3 or to just simply show one channel. Say I make frames 1,2,3 all R,R,R. I should see pixel 0 as faint red (or since it is monochrome, faint white). And if pixel 1 has no red light intensity but some blue and green, it will not light up as it has no red.

This is how I am showing my false color image right now:

```
final_image=lonarr(3,1272,1052)
final_Image[0,*,*] = (final_blu)
final_Image[1,*,*] = (final_grn)
final_Image[2,*,*] = (final_red)

window,3,xsize=1200,ysize=900
tvscl,final_image,true=1

window,5,xsize=1200,ysize=900
tvscl,final_red
```

Unfortunately, because I am using tvscl i think, the second window image is not as I expected. I expected pixels with red to light up and others not to. However, it is still similar to the rgb false color image. Is there a reason for this? Is there a way to show an image simply as varying intensity w/o any scaling? (I tried tv, that does not work either) Maybe I can create my own scale?

Thanks,
RP