Subject: Colors Common Block?
Posted by dirk on Thu, 20 Aug 1998 07:00:00 GMT
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A question about color tables:

 I want a simple inverted black and white color table, and i define it
with red, green, and blue arrays that all run from 255 to 0. Then i load
them in with

tvlct,red,green,blue

No problem. BUT, now I want to play with the stretch and gamma correction
for this new color table just like with xloadct.

The functions gamma_ct and stretch seem to be designed for this, but they
always remove my color table and re-establish the old black and white.
Adding the /Current keyword doesn't help.

The /current keyword is described as:
Set this keyword to apply correction from the "current" color table (i.e.,
the values R_CURR, G_CURR, and B_CURR in the COLORS common block).
Otherwise, correction is applied from the "original" color table (i.e.,
the values R_ORIG, G_ORIG, and B_ORIG in the COLORS common block). The
gamma corrected color table is always saved in the "current" table
(R_CURR, G_CURR, B_CURR) and the new table is loaded.

So I have a feeling that i need to somehow edit this Colors common block
so it has my tvlct values in R_Curr, G_CURR, and B_CURR.

Can anyone help before i resort to (shudder) IRAF?

Thanks!
- Dirk

Subject: Re: Colors Common Block?
Posted by David Foster on Mon, 24 Aug 1998 07:00:00 GMT
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Dirk Fabian wrote:
>
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> Adding the /Current keyword doesn't help.

Dirk -

Welcome to the weird and wacky world of the COLORS common block!
Seems like a strange implementation to me, IMHO.

Try defining this common block in your code (at the level of your
stretch() call) and define the first 3 variables in this block:

common colors cr, cg, cb, curr, curg, curb
.
.
.
r=reverse(indgen(255))
g=r
b=r
tvlct, r,g,b
cr = r
cg = g
cb = b

; Now stretch() should use your "current" color-table!

Hope this helps.

Dave
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