lset

keys:	number	*<number>*	look-up table number
	range	*<n1>, <n2>*	set the appearance of a specified range of display levels
	scaled	*<number>*	scale the ***range*** values using the black and white levels of the display picture specified by **scaled**
	brightness	*<n1>, <n2>*	specify the pixel brightness range
	hue	*<n1>, <n2>*	specify the range of hue
	saturation	*<n1>, <n2>*	specify the saturation value of pixels
options:	all/red, green, blue		if full colour lut, specify the colour channel to be modified

Use **lset** to set the contents of the current display output look-up table.

Examples

```
lset 2 brightness 0,1
```

This command sets look-up table 2 to a linear grey-scale ramp, ranging from black to white.

```
lset brightness 1 saturation 1 hue 0,360
```

This command sets the current (false-colour) look-up table to a spectrum of fully saturated colours from red (hue=0) through green (hue=120) and blue (hue=240) and back to red (hue=360).

```
lset brightness 1 saturation 1,0 hue 120
```

This command sets the current (false-colour) look-up table to shades of green, from fully saturated at the minimum display level, through pastel shades at mid-level, to zero saturation (white) at the maximum display level.

```
min=-1 max=1 create display size 256
lset brightness 1,0 range 0,0.1 scaled display
```

This sequence of commands sets the current look-up table to an inverted grey-scale ramp over the range 0 to 0.1 translated via the black and white levels in the display

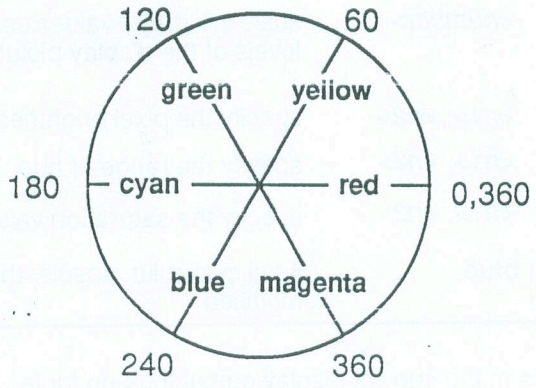
```
lset brightness -1,2 green red
```

This command sets the green and red components of the current (full-colour) look-up table to a high-contrast ramp. It leaves the blue component unchanged.

Iset

Description

Iset sets the contents of the current look-up table. If you are using a false-colour look-up table, you can use the keys **hue**, **brightness** and **saturation** to control the colour and pixel brightness. The **hue** values form a spectrum through the range 0 to 360, which is illustrated below.



Note that **hue** values are not restricted to the range 0 to 360. This allows you to specify colour scales that go through red, for example, 300 to 420 for magenta through red to yellow, or colour scales that cycle more than once through the colour spectrum, for example, 0 to 1000 goes over three times round the colour spectrum.

Use **Iset...range** to specify the range of display levels that are to be set. The appearance of levels outside this range remains unchanged.

Notes

see also: **Iadjust, Iut**

Defaults and Ranges

keys/options	defaults	range
[number]	current look-up table number, held in the variable *clut*	valid look-up table number
range	total range of display levels supported in look-up table; often 0,255 or 0,127	range is hardware dependent
scaled	*none*	valid display picture
brightness	0,0	real number in range 0 to 1
hue	0,0	real number in range 0 to 360
saturation	0,0	real number in range 0 to 1