Glossary

Canvas

A window where drawing operations may be performed.

Click

An action performed on a mouse button by rapidly pressing and releasing it.

Color Look-up Table

A listing of the set of colors currently used by the hardware to display color images. This table defines the mapping of color to pixel value. There is only one color look-up table, but its contents can change. This may also be referred to as a clut.

Color Palette or Palette

A palette to retain a group of colors. Palettes are used to initialize the color look-up table. A palette for each image stores the colors to be used with the image.

Color Strip

Values inserted into a file or displayed on the canvas that indicate the range of colors, with 0 at the extreme left and 255 at the extreme right. A color strip is used to represent all 256 colors in a palette.

Contour Level

A range of data values that is to be distinguished from other ranges.

Contour Line

The visual representation of the division between two contour levels.

Contour Plot

A representation of a raster file that shows a series of contour lines separating different contour levels.

Control Button

A visual button on the computer screen that performs some function when the left mouse button is clicked on it. Control buttons are usually rectangular with rounded edges and typically contain some descriptive text.

Current Directory

The directory in the file system where ImageTool will look for files to be loaded.

Dimensions

The number of rows and columns in the data matrix.

Frame

A rectangle that encloses a group of windows and/or panels or a single window or panel.

HDF

HDF (Hierarchical Data Format), created at NCSA, is a multi-object file structure designed to facilitate the sharing of data among people, projects, and machines on a network.

HSI

The color model that represents color as a combination of hue, saturation, and intensity (brightness).

Image

A pictorial representation of the raster file data that is displayed when you select the `Load` option. ImageTool uses a color representation.

Insertion point

The point in a text field, indicated by a blinking triangular cursor, where text is displayed when you press on the keyboard.

Locator

The dark gray area displayed in a scroll bar. It indicates the position within the text that is currently being viewed within the window.

Magnification

The distance between adjacent data points. When the magnification is 1, each pixel or dot on the screen represents a data point.

Mouse

Either of two related items: the hardware device that is used to move a pointer around on the computer screen or the pointer itself. The term refers collectively to both of these elements throughout this text. For example, the statement "move the mouse onto the canvas" means that you should move the hand-held hardware device on the grid until the mouse pointer has moved onto the canvas area. Movement of the hardware mouse will cause corresponding movement of the mouse pointer on the screen.

Mouse Button

The three buttons on the mouse device. They are individually referred to as the left, middle, or right mouse button.

Origin Point

The location on the canvas where the next drawing operation will begin.

Palette

An array of 256 RGB colors. (The colors are not necessarily different.)

Palette File

A file containing 256 RGB colors that can be used to initialize the color look-up table. When a raster file is first loaded, the palette used for the image is a duplicate of the color look-up table. You can then modify the palette or load a different palette from a palette file.

Paste Buffer

The storage area where data that is cut or copied is stored so that it may be recalled.

Pitch

Rotation around the horizontal axis (x axis), measured in degrees.

Plot, Line Plot

Any visual representation of a set of data points. A line plot is any black-and-white representation of the data set.

Raster File

A file containing a data matrix represented by a stream of bytes.

RGB

The color model that represents all color as some combination of red, green, and blue.

Roll

Rotation around the z axis, measured in degrees.

Scroll Arrows

Small triangular figures in the extremities of a scroll bar that are used to interactively initiate scrolling.

Scroll Bar Content

The light gray area of a scroll bar.

Selection

An area of the canvas you designate interactively. Such an area can be used for a contour or 3D plot or an editing function.

Spectrum

A diverse or varying range of colors. Unlike a palette, a spectrum consists of a range of differing colors and does not always consist of 256 colors. The fiddle operation alters the width and position of the spectrum, but cannot change the width of the palette.

Text Field

An area in a window in which text may be entered and edited.

TTY Window

A window that is used for three-way communication between you, the operating system, and ImageTool. ImageTool messages are displayed in this window. You may also use this window to enter system commands.

Yaw

Rotation about the vertical axis (y), measured in degrees.

3D Plot

A surface plot of the raster file representing the values in the 2D matrix as points in 3D space.