

*AHELP for CIAO 3.4*

## **ds9\_set\_cmap**

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### **Synopsis**

Change colormap of DS9

### **Syntax**

```
ds9_set_cmap( color )
ds9_set_cmap( color [, inverted, handle ] )
```

### **Description**

Redraw the image within the current frame, using the specified colormap. By default the colormap will not be inverted, but that may be controlled by specifying 0, "no", 1, or "yes" for the inverted argument. Valid values for color include: "grey", "red", "green", "blue", "a", "b", "bb", "he", and "i8".

### **NOTES**

Unsupported colormap parameters will be ignored.

### **See Also**

*ds9*

[ds9\\_center](#), [ds9\\_clear](#), [ds9\\_get\\_array](#), [ds9\\_get\\_cmap](#), [ds9\\_get\\_coords](#), [ds9\\_get\\_crosshair](#),  
[ds9\\_get\\_file](#), [ds9\\_get\\_regions](#), [ds9\\_get\\_scale](#), [ds9\\_get\\_zoom](#), [ds9\\_launch](#), [ds9\\_pan](#), [ds9\\_put\\_array](#),  
[ds9\\_put\\_crosshair](#), [ds9\\_put\\_file](#), [ds9\\_put\\_regions](#), [ds9\\_put\\_wcs](#), [ds9\\_put\\_wcs\\_keys](#),  
[ds9\\_put\\_wcs\\_struct](#), [ds9\\_quit](#), [ds9\\_set\\_scale](#), [ds9\\_set\\_zoom](#), [ds9\\_view](#)

*modules*

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