



AHELP for CIAO 3.4

## ds9\_set\_cmap

Context: [ds9](#)

*Jump to:* [Description](#) [NOTES](#) [See Also](#)

## 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*

[ds9](#)

## Ahelp: ds9\_set\_cmap – CIAO 3.4

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