Subject: Re: object -> direct (colors)
Posted by davidf on Wed, 04 Nov 1998 08:00:00 GMT

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Sean O'Sea (seanosea@my-dejanews.com) is on the Path when he writes:

> Dia daoibh!
>
> So, I've decided to go with the IDLgrBuffer idea--rendering to the buffer,
> then getting the rastered image with IMAGE_DATA keyword and tv'ing the image
> to PostScript by set_plot, 'ps'.
>
> I have a new question about colors. IMAGE_DATA returns an array of dimension
> (3,xsize,ysize). The "3" is the color issue: if I make a black plot object
> and rasterize, all three color slots have the line information. If I make a
> red plot object, then (perhaps a little surprisingly) only (1,*,*) and
> (2,*,*) show a line, (0,*,*) having just background.
>
> So, I guess I need an i-j loop that considers each (*,i,j), assigning a number
> to a new array (i,j) based upon the three color slots? Then tv will have all
> the information in a single array, as it appears to like it.
>
> Am I right about this? or do I misunderstand?

Ah, I think you misunderstand, but only slightly. :-)

What you want to do is take that 3D image you get and write
it to your PostScript file like this:

    Set_Plot, 'PS'
    Device, Bits_Per_Pixel=8 ; (Plus whatever else. See web page.)
    TV, niceObject24bitImage, True=1

> metaphysics is the job of cutting the beast of reality by the joints.

Damn straight! :-)

David

David Fanning, Ph.D.
Fanning Software Consulting
E-Mail: davidf@dfanning.com
Phone: 970-221-0438, Toll-Free Book Orders: 1-888-461-0155
Coyote's Guide to IDL Programming: http://www.dfanning.com/