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Subject: object -> direct (colors)

Posted by [seanosea](#) on Wed, 04 Nov 1998 08:00:00 GMT

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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?

Thanks a lot!

Beir bua agus beannacht,  
Sean O'Sea

ruminative PostScript :)

I don't know much about the relative utility of Object and Direct Gx--but Object certainly seems to me more conceptually elegant. (This won't convince anyone who just wants to get things \*done\*, of course.) Dividing more complex things into simpler things along their natural lines is a very fun thing to ponder, and to implement, and to use. Reminds me of an old saying by Plato: metaphysics is the job of cutting the beast of reality by the joints.

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