Subject: Re: Displaying overlay planes
Posted by Liam Gumley on Wed, 02 Jun 1999 07:00:00 GMT
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Daniel Peduzzi wrote:>
> The answer to this question has eluded me for some time now, and I'm wondering
> if some kind IDL guru could point me in the right direction.
>
> I have an 8-bit image (satellite data) which is being displayed on a 24-bit
> system.  I'm currently using
>
> device, true_color=24, decomposed=0
>
> to do this, since I have the 8-bit image and corresponding r-g-b arrays.
>
> I also have some bitplane data, in another 8-bit 2D array, where each of
> the 8 bitplanes correspond to a cloud type.  (For example, any pixel containing
> cirrus would have a bit set in plane number 5.)
>
> What I would like to do is to display any one of these 8 masks, in its own distinct
> color, over the original satellite data.  I don't need to see the underlying imagery,
> so a solid color would be fine, but I do need the capability of toggling the mask on
> and off with reasonable speed (less than a second.)

Dan,

Regarding the ability to toggling the mask on and off, I recommend
trying my frame tools. These provide a way to create an IDL graphics
window that has a built-in number of 'frames'. For example, you could
display the image only in frame 0, then the image with mask overlay in
frame 1, and then loop between frames 0 and 1 with whatever delay time
you like. The graphics window otherwise works just like a normal IDL
graphics window. Check it out at

http://cimss.ssec.wisc.edu/~gumley/frame.html

Cheers,
Liam.

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