
Subject: Re: Displaying 3 color channels simultaneously

Posted by [davidf](#) on Tue, 31 Aug 1999 07:00:00 GMT

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Chris Jengo (cjengo@my-deja.com) writes:

> I have some code that displays a color image (say a true color Landsat
> scene) and redraws some subscene within the image every few seconds.
> The new color subscene is a product of band manipulation. The problem
> is that when I redraw the subscene, the RGB channels are drawn
> independently (using "tv, redimage, channel=1", etc.), which kind of
> kills the continuity of the animation and makes it hard to compare with
> the background and the previous subscene. Is there a way to draw all
> three color components to the screen simultaneously? I tried to draw
> the images in the z-buffer in the hope of using the resulting tvrd
> image, but the tv command with the channel keyword gives me the error:
> "% TV: Z depth buffer contains words." Any help would be greatly
> appreciated, thanks!

How about something like this, where r_sub, g_sub, and
b_sub are the red, green, and blue 2D components of the
sub-image:

```
s = Size(r_sub, /Dimensions)
TV, Reform([ [r_sub], [g_sub], [b_sub] ], s[0], s[1], 3), True=3
```

Cheers,

David

P.S. Should have Device, Decomposed=1 on a PC, too. :-)

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