Subject: Re: Displaying 3 color channels simultaneously
Posted by cjengo on Tue, 31 Aug 1999 07:00:00 GMT
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I should have known that after a week or two of trying to figure this
thing out (in my free time), I'd come up with the embarrassingly simple
answer five minutes after I post here (write images to 3 dimensional
array and use tvscl, image, /true). Sorry... :-|

In article <7qh7h1$1s7$1@nnrp1.deja.com>,
  Chris Jengo <cjengo@my-deja.com> wrote:
> Hi,
> 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!
>
> Chris
>
> --
> _____
> Chris Jengo - Senior Imaging Scientist
> Earth Satellite Corp. - Rockville, MD
> cjengo@earthsat.com
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.
>

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