Subject: Displaying 3 color channels simultaneously
Posted by cjengo on Tue, 31 Aug 1999 07:00:00 GMT

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

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