
Subject: Re: RGB image to 8 bit ??

Posted by [Liam Gumley](#) on Thu, 09 Sep 1999 07:00:00 GMT

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David Fanning wrote:

```
>
> Liam Gumley (Liam.Gumley@ssec.wisc.edu) writes:
>
>> Richard Tyc wrote:
>>> At this point, the image is a bytarr[3,512,512]
>>>
>>> In order to load it into Xinteranimate, it needs to be in
>>> bytarr[512,512] form ?
>>>
>>> So, how do you convert a RGB triple image into a single 8-bit image
>>> while retaining
>>> the colors (although lower resolution of color)
>>
>> pseudo = color_quan(image, 1, r, g, b, colors=ld.table_size)
>> device, decomposed=0
>> tvlct, r, g, b
>> tv, pseudo
>
> Be sure you know what you are doing with Color_Quan here.
> What you *don't* want to be doing is getting a different
> color table for each image frame.
```

Fair enough. However I've always used my frame tools for animation, which allow a separate color table for each image (<http://cimss.ssec.wisc.edu/~gumley/frame.html>).

That said, I also think a 24-bit capable version of XInteranimate would be useful.

Cheers,
Liam.

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Liam E. Gumley
Space Science and Engineering Center, UW-Madison
<http://cimss.ssec.wisc.edu/~gumley>
