
Subject: RGB image to 8 bit ??

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

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I am a little confused with the following issue:

I am trying to animate a sequence of images from a IDLgrWindow. The window image is drawn into a buffer object and then read later to retrieve it.

ie.

```
olmgBuf = sState.oBuf->read()
```

```
olmgBuf->getproperty,data=animImage
```

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)

Do I have to convert each R,G,B triple into a 24 bit integer and then bytscl it between 0-255 (then load an appropriate color table) ?

I was doing th following which produce a grey scale output (with color table 0)

```
Xinteranimate, Frame = nimg, image=reform(animImage[0,*,*])
```

Thanks

Rich

File Attachments

1) [richt.vcf](#), downloaded 126 times
