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 anappropriate 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 106 times