
Subject: Re: RGB image to 8 bit ??

Posted by [Richard Tyc](#) on Mon, 13 Sep 1999 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I ended up taking your first advice and created Xinteranimate24 which was very simple. In the CW_Animate_Load procedure I needed to add the true keyword (I actually created CW_ANIMATE_LOAD24 which Xinteranimate24 calls) and change some array subscripts on image size where it was grabbing size[1] and size[2] for xsize and ysize which now requires size[2] and size[3] since size[1] is 3.

I'll try your idea as well.

Thanks

Rich

David Fanning wrote in message ...

> Liam Gumley (Liam.Gumley@ssec.wisc.edu) writes:

>

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

>

> You know, as soon as I sent that post yesterday I started worrying
> that I may had gotten it wrong. I remember wanting to display
> 24-bit images in XInteranimate, and I remember looking at the
> code, and I remember that whatever I did was very simple, but
> I couldn't q-u-i-t-e remember what I actually did. So I went
> back this morning and looked at the code. And it turns out
> I did *nothing*!

>

> That's right. XInterAnimate is *already* 24-bit image
> compliant. [Sorry, RSI. :-)]

>

> Actually, it is the fact that XInterAnimate uses the
> Device Copy technique of transferring each image frame
> from its pixmaps to the display window that makes it
> so. This technique doesn't care *what* is in the window,
> it just transfers the "bits", if you like.

>

> So, you use XInterAnimate with 24-bit images, all you have
> to do is load them properly:

>

> XInterAnimate, /ShowLoad, Set=[512, 512, 15]

> For J=0, 14 DO BEGIN

> TV, image24[j], True=1

> XInterAnimate, Frame=j, Window=!D.Window

> EndFor

> XInterAnimate
>
> It is true that you can't use the IMAGE keyword, and that
> is a shame, but this may be the preferred solution anyway,
> since you don't have to do any COLOR_QUANing at all to use
> it.
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting
> Phone: 970-221-0438 E-Mail: davidf@dfanning.com
> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
> Toll-Free IDL Book Orders: 1-888-461-0155
