Subject: Re: 24 bit color without connecting to X server
Posted by Liam E. Gumley on Fri, 21 Jan 2000 08:00:00 GMT
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whdaffer@my-deja.com wrote:

> On a X windows system, does anyone know how to do 24 bit color without
> connecting to the X server? All the TVs require true=[1|2|3] and this
> keyword only works to 'windows', not the Z buffer.
>
> I have a product I routinely make that requires me to do the following
> sort of thing.
>
> tv,image
> im=tvrd()
> mask 'im' with other images to create a composite image im2
> tv, im2
>
> Overplot vector graphics on im2.
>
> final_im=tvrd()
>
> write_jpeg, file, final_im
>
> In order to do all these 'tv's in 24 bit color, I have to connect to
> the X server. The Z buffer is only 8 bits deep. I realize that I could
> break everything done into its separate r/g/b planes, and then do each
> separately in the Z buffer, but that would be a pain for the vector
> graphics. I was just wondering if someone had a solution that involved
> less drudgery?

What if you wrote wrappers for WINDOW, TV, TVRD, and PLOT that (e.g. ZWINDOW, ZTV, ZTVRD, ZPLOT) that accepted all the usual parameters and keywords, but used the Z buffer as a display. You could have the wrapper routine split out the R, G, B components of an an image into separate areas of the Z buffer area. For example, if you wanted an 800 by 600 window, the ZWINDOW would create a Z buffer sized at 800 by (3 x 600). ZTV would take a true color input image and display the R, G, B component images in the appropriate area of the Z buffer. Likewise, ZTVRD would read the R, G, B component images from the appropriate areas of the Z buffer. ZPLOT would have to be smart enough to decompose the R, G, B components of the COLOR keyword, and plot each color component in the appropriate Z buffer area.

Just an idea....

Cheers,
Liam.