
Subject: Re: IDL and 24 Bits--help + added question

Posted by [velt](#) on Wed, 22 Jun 1994 13:22:15 GMT

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In article 45v@mother.usf.edu, velt@rad.usf.edu (Robert Velthuizen) writes:

> In article 772209127@imsy1.nrl.navy.mil, grunes@imsy1.nrl.navy.mil (Mitchell R Grunes) writes:

>> In article <PWALKER.94Jun20165914@jean-luc.ncsa.uiuc.edu> pwalker@ncsa.uiuc.edu (Paul Walker) writes:

> <stuff on pseudo-color on true-color visual deleted>

>> -----NOW FOR MY QUESTION-----

>>

>> Actually, I have been trying to find a way to simulate 24 bit color for TV commands on 8 bit color displays (e.g., Sun, VGA...I think it could be done with some fancy dithering, but I don't want to do it). Does anyone have (or know of) a routine to do it?

>> Mitchell R Grunes (grunes@imsy1.nrl.navy.mil)

>> Allied-Signal Technical Services

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>>

>

> I don't think there are ready-made programs in IDL to do it. In the documentation for John Bradley's xv there is mention of

> "... ppmquant, written by Jef Poskanzer. This algorithm also uses

> a version of Heckbert's median cut algorithm, but is capable of

> picking 'better' colors, and it doesn't dither."

> This may be an algorithm you want to look into.

>

> Good Luck,

> Robert Velthuizen

> Digital Medical Imaging Program of the

> H. Lee Moffitt Cancer Center and Research Institute at the

> University of South Florida.

>

I received a reply from David Stern of RSI:

>> Bob:

>>

>> Try the COLOR_QUAN function. It does a very good of quantizing 24

>> bit image into pseudocolor images of <= 256 colors. It will also do

>> optional dithering etc. Often, the images look just as good as their

>> 24 bit counterpart. You can also use it to combine data sets.

>>

>> Hope this helps,

>> David

>>
