
Subject: Re: IDL and 24 Bits--help + added question
Posted by [thompson](#) on Wed, 22 Jun 1994 13:04:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

> 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?

Look at the documentation for the IDL built-in routine COLOR_QUAN. This takes pictures separated into red, green, and blue images (i.e. 24 bit color) and combines them together into a single 8 bit image that can be displayed with an appropriate color table to simulate a true-color image. If you use it with the /CUBE qualifier you can then use the same color table for multiple images. Otherwise it generates a separate optimal color table for each image.

Bill Thompson
