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

Posted by [velt](#) on Tue, 21 Jun 1994 17:07:07 GMT

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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)

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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 Velthuisen

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