Subject: Re: Array Subscripting Puzzle
Posted by dmarshall on Fri, 17 May 2002 18:57:58 GMT
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This wouldn't work anyways will it since indices references a which is a
large (800x600x3) linear array whereas r,g,b are only (800x600). (?)

You could "collapse" image down to a pseudo b/w
```
 bwimage=image[*,*,0]+image[*,*,1]+image[*,*,2]
 bwImage=reform(bwImage, /overwrite) ;make sure bwimage is 2D
```

Reform image so it is same as bwimage
```
 image=reform(image,800*600,3, /overwrite)
```
Yellowize
```
 image[where(bwimage GT 0),*]=[255,255,0]
```
Reform back
```
 image=reform(image,800,600,3, /overwrite)
```

bwimage and the operations must be forced to long since you will get values
greater than 255.

Dave.
> I have the indices of something I want to draw on
> the image. Say they are the indices of the outlines
> of some continents. For example, like this:
>
```
>    window, xsize=800, ysize=600
>    map_set, /Cylindrical, position=[0,0,1,1]
>    map_continents, /fill
>    a = tvrd()
>    indices = where(a GT 0)
```
>
> I want to make all the outline pixels yellow.
> I *could* do this:
>
```
>    r = Reform((image[*,*,0]))
>    g = Reform((image[*,*,1]))
>    b = Reform((image[*,*,2]))
>    r[indices] = 255
>    g[indices] = 255
>    b[indices] = 0
>    image[*,*,0] = r
>    image[*,*,1] = g
>    image[*,*,2] = b
```
>
> That seems wasteful and inelegant. There must be
> a way to do this in one go. I'm sure it uses REBIN
> and REFORM, but I'm not sure in which order. :-(

>
> Can anyone help?
>
> Cheers,
>
> David
>
> --
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