Subject: color problems in the Z-buffer
Posted by Marten.Blixt on Tue, 01 Jul 2003 14:52:42 GMT
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Hi all,
Searched through the group listings, and elsewhere, but didn't find any useful
information. So I try posting.

I have a serie of color images (3 x X_Size x Y_Size) in png format, which I wish to
modify slightly and then write back as indexed png images, and I'm working on a
MAC OS X with IDL 5.6.
But the result look very bad, as if I only have like 12 color levels!?

My pseudo code goes something like

```
SET_PLOT, 'Z', /COPY ;write to the Z 'pseudo' buffer - no output to terminal
  DEVICE,SET_RESOLUTION=[XSize,YSize], Z_Buffer=0

FOR i = 0,N-1 DO BEGIN
  image = READ_PNG(FileName[i])
  TVIMAGE, image
     ;Some "non-invasive" image modification, like adding text with XYOUTS

  a = TVREAD()
  TVLCT, r, g, b, /GET
  image24[0,*,*] = r[a]
  image24[2,*,*] = g[a]
  image24[2,*,*] = b[a]

 WRITE_PNG, ResultFileName[i], image24
ENDFOR
```

N is around 1000, so I thought that I would save time using the Z-buffer. I've used a
similar code, but then writing to the X device and saving the image using TVRD(True),
which works fine. What wrong do you think I do in the Z-buffer??

Thanks,
Mï¿½rten Blixt