

---

Subject: Re: what is an efficient lossless compression way to store a gray-scale image

Posted by [Stein Vidar Hagfors H\[2\]](#) on Wed, 27 Aug 2003 17:36:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Jonathan Boswell <[jsb@ost.cdrh.fda.gov](mailto:jsb@ost.cdrh.fda.gov)> writes:

> Julia wrote:

>> seems that there is no way to store gray-scale images in IDL

>> efficiently...

>

> I believe GIF is lossless if you have fewer than 256 "colors". What version of

> IDL do you have? There are licensing issues pertaining to the LZW compression

> used by the GIF standard, and recent versions of IDL will not run WRITE\_GIF w/o

> additional expense.

>

See WRITE\_PNG - 2D arrays work with or without a palette, on 8 or 16 bits per channel.

--

-----  
Stein Vidar Hagfors Haugan

ESA SOHO SOC/European Space Agency Science Operations Coordinator for SOHO

NASA Goddard Space Flight Center, Tel.: 1-301-286-9028

Mail Code 682.3, Bld. 26, Room G-1, Cell: 1-240-354-6066

Greenbelt, Maryland 20771, USA. Fax: 1-301-286-0264  
-----

---