Subject: Re: color_quan - how for exactly 256 colors? Posted by David Fanning on Fri, 24 Oct 2003 16:17:19 GMT

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JD Smith writes:

- > Sorry, this is a Perl comment character slipping in... too much Perl'ing
- > for IDLWAVE lately (hidden IDLWAVE rumor of the week: an IDL6 version with
- > full doc support should be out early next week). It should read:

>

> wh=where(h gt 0,cnt); Should be fewer than 256

>

- > That is, you'd better have fewer than 256 colors in your rgb image if
- > you'd like to create an exact indexed image from it. Also note that the
- > original r,g, & b were intended to be *images*, one for each color plane
- > of your 24bit image, i.e. I should have written:

>

rgb_image=r_image+256L*(g_image+256L*b_image)

>

> Got Charm?

Oh, right. Well, yes, that does work nicely. :-)

But, of course, we still have the Color_Quan-like color table and image. How about extra credit for getting us back to the original color table vectors and 2D image?

What I wanted to use this for was getting a 2D image from a pixmap. This would be *so* much more convenient than having to draw the darn picture in the Z buffer. :-(

Cheers,

David

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