Subject: Re: color problem when capture the object window
Posted by lius02 on Mon, 15 Mar 2004 17:00:45 GMT

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David Fanning <david@dfanning.com> wrote in message
news:<MPG.1abb9f5a579700e29896ff@news.frii.com>...
> Songtao Liu writes:
>
>> I write the captured screen images to a bmp file and when I look at
>> the bmp file, I found the color is not what it looks like on the
>> screen.
>>
>> It is just a simple widget program, with several object graphic
>> windows, each display an image and ROIs(draw with plot object).
>>
>> Followings are the codes to capture the screen display and write them
>> to the disk
>>
>> ;capture the window display
>> draw_id -> getProperty, image_data = data
>> ;write to file
>> write_bmp, filename, data
>
> Oh, right. For some reason, when you create 24-bit color BMP
> files, Microsoft wants them in the form of BGR rather than RGB.
> (Don't ask me, I don't have the foggiest idea.)
>
> So just flip your red and blue image planes and you will
> be good to go. I typically avoid this problem by writing
> 8-bit BMP files with color tables. See my XImage program,
> for example.
>
> Cheers,
>
> David

Dear Dr. Fanning,

Thank you very much for your instruction. After reading your Ximage
program, I figured out that I missed the line:

image2D = color_quan(snapshot, 1, r, g, b)

now the captured picture is exactly the same as they are shown on the
screen.

Thanks again and have a terrrrrific nice day!

Songtao