
Subject: Re: 8 to 24 bit conversion

Posted by [Robert Barnett](#) on Wed, 10 Nov 2004 06:27:41 GMT

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> I also don't know if I can do it the other way. Not only am I doing the
> above, but I am doing it all at 4x as large as it needs to be, and then
> using REBIN() (Dr. Fannings trick) to get the text and continents
> anti-aliased. I don't think this trick will work if the colorbar is
> split in two, will it?

Ha ha! I *also* use rebin to make my p's look pretty.

You are correct that splitting the colortable means that you can't rebin, otherwise the edges of the letters have funny shades. In fact I found that I get the nicest image by rebining each color channel after flattening the layers.

I've only just started to get to know the IDLgr* classes. IDLgrBuffer is probably the best solution. However, it's not much use if you've already written your code using tvscl, plot etc... Or I could just recode my project as an exercise.

I have promised myself that my next project will make use of Graphics Object Classes. I have to admit that they are pretty useful and much simpler than expected. But then again, any OO task may look easy after trying to extend a Java Swing component. Just take a look at some of the nasty Java API's and you'll come squirming to David Fanning land.

Cheers

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