Subject: Re: 8 to 24 bit conversion
Posted by KM on Wed, 10 Nov 2004 02:26:57 GMT
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On Wed, 10 Nov 2004, Robert Barnett wrote:
> If there was anything I could wish for, it would be a 24bit
> buffer. I've had so much trouble trying to capture color snapshots
> of IDL windows (to send to a medical imaging PACS). This is
> particularily when I've rendered text and lines whose colors are
> not in the LUT. If anyone has a nice way around this, which is
> backwards compatible to IDL 5.1 I'd be so happy.
I agree. It looks like you can get one if you need it on a single system, but cross-platform it becomes more difficult. There is the WINDOW, /PIXMAP on X, or SET_PLOT,'CGM', and there is SET_PLOT,'METAFILE' on windows. But none of those work for me so I am stuck in 8 bit Z.

> Currently I do as you do. I capture the screen and put it into my
> own byte array. I currently capture rendered text and lines with
> their own LUT separate from the image. Then I render the medical
> image in its LUT and capture that as well. I actually use 4
> channels so as to include an alpha channel. I merge the two images
> together and then ship them off to wherever they are meant to go.
> It's very complicated and slow but it works and looks half
> reasonable. Retrospectivley I would have split my colortable into
> two and scaled the medical image so it only uses its part of the
> color table.
I didn't explain exactly why I was doing this, but you are right. I am producing a nice color image in RGB using 256 colors (w/ colorbar), and then the text, axes, title, colorbar axes, etc. in grayscale get added in at the byte level.

I am interested as to why you say you would do it the other way with a split colorbar, and not the way we currently are.

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?

As you said it is slow. Unfortunately, my boss wants it both looking nice (anti-aliased) _and_ fast. :/

> Anyway, enough whining. Ken, is this what you wanted to do?
Yes, the code you provided works well. Thank you.