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Subject: Re: 8 to 24 bit conversion

Posted by [KM](#) on Wed, 10 Nov 2004 02:17:15 GMT

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On Tue, 9 Nov 2004, Ken Mankoff wrote:

> On Tue, 9 Nov 2004, Liam Gumley wrote:

>>

>> Ken Mankoff wrote:

>>>

>>> I am trying to convert an 8 bit image created in the Z buffer to

>>> a 24 bit image. Is this possible? I would think so. But I am

>>> having trouble getting it to work.

>>>

>>> I based my code off of this algorithm:

>>> [http://groups.google.com/groups?hl=en&lr=&selm=c0jq0](http://groups.google.com/groups?hl=en&lr=&selm=c0jq0j%24i40%241%40nntp6.u.washington.edu)

>>> [j%24i40%241%40nntp6.u.washington.edu](http://groups.google.com/groups?hl=en&lr=&selm=c0jq0j%24i40%241%40nntp6.u.washington.edu)

>>> But I don't want to use the COLOR\_QUAN bit of code that reduces

>>> it back to 8 bits.

>>>

>>> image = TVRD()

>>> TVLCT, R, G, B, /GET

>> dims = size(image, /dimensions)

>> true\_image = bytarr(3, dims[0], dims[1])

>> true\_image[0, \*, \*] = r[image]

>> true\_image[1, \*, \*] = g[image]

>> true\_image[2, \*, \*] = b[image]

>

> OK, that is quite a bit more succinct. But the colors still aren't

> right when I "TV, true\_image, /true"

>

OK, that code is correct. My mistake was that I was testing it in the X buffer, not Z buffer, so the TVRD() command wasn't working properly (24 bit display and all that...).

Thanks,

-k.

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