
Subject: Re: 8 to 24 bit conversion

Posted by [Robert Barnett](#) on Tue, 09 Nov 2004 23:49:26 GMT

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Sorry I didn't press refresh on the newsgroup
How about this.

```
erase
; Load the color table (blue)
loadct, 2
; Draw something at x=0, y=0
tvscf, dist(100)
; Read the entire screen
image = tvrd()
; Read the look up table
tvlct, red, green, blue, /get
; Get the size of the snapshot of the screen
size = size(image)
; Assign a rgb image
rgb = bytarr(3,size[1],size[2])
; Fill in each channel based on the byte value of the image
rgb[0,*,*] = red[image]
rgb[2,*,*] = blue[image]
rgb[1,*,*] = green[image]
; Load a BW color table
loadct, 0
; Display each channel
tvscf, rgb, /true
;tvscf, rgb[0,0:100,0:100], 0 ; Red
;tvscf, rgb[1,0:100,0:100], 1 ; Green
;tvscf, rgb[2,0:100,0:100], 2 ; Blue
```

For some reason I have to swap the blue and green positions.

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