
Subject: Re: ION script - true colour

Posted by [Haje Korth](#) on Mon, 10 Apr 2006 17:46:59 GMT

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Greg,

from the manual:

"Direct Graphics

Images created using the IDL Direct Graphics commands are drawn to the IDL Z-Buffer. The Z-Buffer is an 8-bit device that stores intensity values for each pixel. These values are combined with the current color map to produce the final output image. If you change the device in any IDL code that is executed in an <ION_IMAGE> tag, you must make sure to change the device back to the Z-Buffer and TV the final image to it."

I use object graphics to avoid this limitation. For the record: I learned object graphics specifically for this one task and it is probably the only time it ever shoes up in my codes! :-)

Haje

"greg michael" <greg.michael@gmail.com> wrote in message
news:1144689324.286686.231020@u72g2000cwu.googlegroups.com.. .

```
> Is it possible to use true colour with ION script? My program make an
> RGB output which ION handles like this...
>
> IDL> set_plot, 'Z'
> IDL> device, SET_RESOLUTION=[320,256]
>
> ...code...
>
> IDL> ion__img = tvrd()
> IDL> tvlct, ion__r, ion__g, ion__b, /GET
> IDL> ion__tmp = bytarr(3, 320, 256)
> IDL> ion__tmp[0, *, *] = ion__r[ion__img]
> IDL> ion__tmp[1, *, *] = ion__g[ion__img]
> IDL> ion__tmp[2, *, *] = ion__b[ion__img]
> IDL> ion__img = ion__tmp
> IDL> !QUIET = 1
> IDL> write_jpeg, 'C:\DOCUME~1\ADMINI~1\LOCALS~1\Temp\ion1452.jpg',
> ion__img, TRUE=1
>
> which is assuming that I'm using a colour table. Comes out b/w. You can
> choose between png8, png24 and jpeg24, but they all do the same. Don't
> seem to be any true options for the ION_IMAGE tag.
>
> regards,
```

> Greg

>
