
Subject: Re: plotting Ascii in bitmap

Posted by [Paolo Grigis](#) on Fri, 26 Jan 2007 16:27:12 GMT

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hradilv wrote:

> Will using the Z-buffer help performance enough? Give it try.

But the Z-buffer has only 8-bit available for the colors in the picture, right? Then it won't work if you have more than 255 different colors in your picture...

Paolo

>

> On Jan 26, 6:47 am, "Gert" <Gert.VandeWouwerNO @ SPAM.com> wrote:

>> Hi,

>>

>> I need to plot colored numbers (and letters) on a bitmap and then save the result. It's not necessary to view the overlay bitmap in IDL.

>> so:

>> x = read_tiff('bitmap.tif')

>> overlay=x ;maybe be make an RGB here..

>> plottext('kjdhkj',positionrow,positioncol)

>> plottext('323',positionrow,positioncol)

>> write_tiff, x, 'overlay.tif'

>>

>> Does anyone know how the plottext() function should look like? I did it once

>> by:

>> tvsxc1,x

>> plot, stuff

>> oplot, stuff...

>> tvrd, overlay

>> but this isn't very practical if x is 5000x5000 bitmap...

>>

>> Thanks,

>>

>> Gert

>
