Subject: Re: plotting Ascii in bitmap Posted by Paolo Grigis on Fri, 26 Jan 2007 16:27:12 GMT

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## hradily 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

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> On Jan 26, 6:47 am, "Gert" < Gert. Vande Wouwer NO @ 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:
>> tvsxcl,x
>> plot, stuff
>> oplot, stuff...
>> tvrd, overlay
>> but this isn't very practical if x is 5000x5000 bitmap...
>>
>> Thanks,
>>
>> Gert
```