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Subject: Re: plotting Ascii in bitmap

Posted by [Vince Hradil](#) on Fri, 26 Jan 2007 16:09:08 GMT

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

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:

> tvsycl,x

> plot, stuff

> oplot, stuff...

> tvrd, overlay

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

>

> Thanks,

>

> Gert

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