
Subject: Re: convert read_bpm(file, R, G, B) to N x M x 3 array?

Posted by [Mike\[2\]](#) on Thu, 01 Mar 2007 17:45:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Mar 1, 4:04 am, Wox <nom...@hotmail.com> wrote:

> You know you could do this right?
> button=widget_button(base,value=filename,/bitmap)

I know that, but I'm experimenting with converting my bitmaps to functions that return the bitmaps with the idea that it might result in more portable code.

> Why not just using this:
> result=read_bmp(filename)
> This will give a 3xNxM, so you can use this to get NxMx3:
> result=transpose(result,[1,2,0])

That doesn't work with all bitmaps. READ_BMP returns an NxM array for a single channel bitmap.

Mike

```
IDL> tmp = query_bmp('smaller.bmp', info)
```

```
IDL> help, info, /str
```

```
** Structure <844d21c>, 7 tags, length=40, data length=36, refs=1:
```

```
CHANNELS      LONG          1
DIMENSIONS    LONG    Array[2]
HAS_PALETTE    INT          1
NUM_IMAGES    LONG          1
IMAGE_INDEX    LONG          0
PIXEL_TYPE     INT          1
TYPE           STRING  'BMP'
```

```
IDL> help, read_bmp('smaller.bmp')
```

```
<Expression>  BYTE      = Array[24, 24]
```

```
IDL> tmp = query_bmp('alpha_left.bmp', info)
```

```
IDL> help, info, /str
```

```
** Structure <844bfc4>, 7 tags, length=40, data length=36, refs=1:
```

```
CHANNELS      LONG          3
DIMENSIONS    LONG    Array[2]
HAS_PALETTE    INT          0
NUM_IMAGES    LONG          1
IMAGE_INDEX    LONG          0
PIXEL_TYPE     INT          1
```

```
TYPE      STRING  'BMP'  
IDL> help, read_bmp('alpha_left.bmp')  
<Expression>  BYTE    = Array[3, 11, 11]
```
