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

Posted by [Wox](#) on Thu, 01 Mar 2007 09:04:17 GMT

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On 28 Feb 2007 09:24:38 -0800, "Mike" <Michael.Miller5@gmail.com> wrote:

```
> Dear IDL gang,
>
> If I read a color bitmap file like this:
>
>   bmp = READ_BMP(filename, R, G, B)
>
> bmp is an N x M array with values that are indices of the
> RGB arrays. For example, if bmp[5,10] = 3, the color
> triple for that pixel is R[3], G[3], B[3]. To convert this to
> an N x M x 3 for widget_button values, I've used a brute
> force method:
```

You know you could do this right?

```
button=widget_button(base,value=filename,/bitmap)
```

```
> bmp = read_bmp(filename, R, G, B)
> s = size(bmp, /structure)
> Nx = s.dimensions[0]
> Ny = s.dimensions[1]
> Nc = n_elements(R)
> bmpR = bytarr(Nx, Ny)
> bmpG = bytarr(Nx, Ny)
> bmpB = bytarr(Nx, Ny)
> for c = 0, Nc-1 do begin
>   i = where(bmp eq c, count)
>   if count gt 0 then begin
>     bmpR[i] = R[c]
>     bmpG[i] = G[c]
>     bmpB[i] = B[c]
>   endif
> endfor
> result = [[[bmpR]],[[bmpG]],[[bmpB]]]
>
> It seems like there ought to be a more IDLy way do
> this, but my juggling skills are failing me. Can
> anyone suggest something that takes fewer lines of
> code and is more consistent with The IDL Way?
```

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])
```
