Subject: Re: Overlaying where data
Posted by izimine on Mon, 28 Jan 2008 03:46:09 GMT
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> Ok, let's see if I can explain this more clearly. First, I display
> the original image in tvscl. Then, I've got a second array that I've
> determined the % of a given mineral per pixel (say from 0 to 1 or 0 to
> 100 either way you want to look at it). I can tvscl the % mineralogy
> no problem in a window on its own (colored or grey scale).

if you want to do it in direct graphics with color tables...

```
; load background and overlay colors (change ncolors as needed)
loadct, 0, ncolors=128
loadct, ???, bottom=128, ncolors=128 ; or use tvlct
; bytscale accordingly
back = bytscl(orig, top=127)
over = bytscl(minerals, top=127)+128
; make a binary mask of what you want to show
mask = (minerals gt val1 * minerals lt val2) + (minerals gt val3)
; display
tv, back*(1-mask) + over*mask
```

if you need transparency better look at object graphics

cheers