
Subject: Re: Image file creation file size too large
Posted by [David Fanning](#) on Sat, 27 Sep 2008 22:05:19 GMT
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frankosuna writes:

- > I'm trying to create a bmp image file off of a display window but the
- > file size once created is about 3.0mb.
- > I've created images using the z-buffer and a 1024x1024 image was about
- > 1.0mb but this one is also a 1024x1024 so I'm not sure what is going
- > on. Any help is greatly appreciated

The way you are setting your Z-graphics buffer up, it is an 8-bit device. Your display is undoubtedly a 24-bit graphic device. TVREAD is smart enough to figure out what sort of device you are on. In the 8-bit case, it creates a color PNG image by writing the 8-bit screen capture and the RGB vectors of the current color table. In the 24-bit case, it just creates a 24-bit image. (So, I think the result is a [1024,1024,3] array, not a [1024,1024]. This accounts for it being three times the size of the image you created in the 8-bit case.)

TVREAD used to always write a smaller image, but of course that compromised colors in real 24-bit space, since to do that you have to restrict everything to 256 colors. It seemed the wrong thing to do. So, when it can preserve 24-bit colors, it now always does so.

If you want to read from your display, and make an 8-bit PNG image, you can be my guest. Use COLOR_QUAN to reduce the 24-bit screen capture to an 8-bit image and the three color vectors that describe the reduced number of colors in the image.

```
image24bit = TVRD(TRUE=1)
image8bit = Color_Quan(image24bit, 3, r, g, b)
Write_PNG, filename, image8bit, r, g, b
```

That should result in an image that is about 1MByte.

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
