
Subject: Re: How to display two images using tvscl
Posted by [frankosuna](#) on Thu, 12 Feb 2009 20:15:39 GMT
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On Feb 12, 7:12 am, David Fanning <n...@dfanning.com> wrote:

> frankosuna writes:

>> I have two .dat files which I suppose is a binary image files. I

>> create them the following way:

>

>> image = TVRead(Filename='edgeDetect',/NODIALOG,/BMP)

>

> It is right about here that things begin to go South

> for you. :-)

>

> What I would be interested in is what do you have

> *before* you capture nothing but color information

> out of the graphics window. I would prefer to deal

> with the things you put *into* the graphics window.

>

>> image = READ_BMP('/home/users/fjosuna/CASVU_ISS/edgeDetect.bmp')

>> OPENW, lun, 'edgeDetect.dat', /GET_LUN

>> WRITEU, lun, image

>> FREE_LUN, lun

>

>> ERASE

>

>> tvscl, congrid(reallImage, 1024, 1024)

>

> This command is almost guaranteed to screw up your colors for

> you big time! There is only one hard and fast rule in IDL:

> If you care about colors in an image don't ever, under any

> circumstances, use TVSCL to display it. (I guess the other

> rule is "Don't ever let me catch you using HEAP_GC," but

> the TVSCL rule is only slightly behind it in importance.)

>

> When you have a 24-bit image, all you have is colored pixels.

> If you change *any* of those pixels, then you no longer

> have the same colors!

>

> But I really don't want to work with 24-bit images at

> all. It just makes what you are trying to do EXTREMELY

> complicated. Don't you have a couple of 2D arrays we

> can work with?

>

> Cheers,

>

> David

>

> --
> 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.")

I do have the arrays for the images as well.
