
Subject: Re: How to display two images using tvscl
Posted by [David Fanning](#) on Thu, 12 Feb 2009 14:12:09 GMT
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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.")
