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(realImage, 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

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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")