On Jun 3, 9:37 am, David Fanning <n...@dfanning.com> wrote:
> nata writes:
>> I'm trying to read a PNG image and visualize it in an IDLgrImage. I
>> can not do it and I don't know why. Normally, I do something like
>> this:
>
>> image=READ_PNG('my_image.png',red,green,blue)
>> oPalette = OBJ_NEW('IDLgrPalette', red, green, blue)
>> oImage = OBJ_NEW('IDLgrImage', image, PALETTE = oPalette)
>
>> It works but my problem now is that I can not retrieve the red, green
>> and blue channels from the image, so:
>
>> image=READ_PNG('my_image.png',red,green,blue)
>> help
>
>> image   BYTE   = Array[3, 24, 24]
>> blue   UNDEFINED = <Undefined>
>> green   UNDEFINED = <Undefined>
>> red   UNDEFINED = <Undefined>
>
>> How can I display this image in OBJECT GRAPHICS ?
>
> Your red, green, and blue channels are IN your image.
> That's what the "3" is all about. Just put this image
> in your IDLgrImage and you are finished. :-)
>
> Cheers,
>
> David

TX ! :P
I forget to define the view_plane rectangle. Now I see the results
Thanks,
Bernat