Subject: Re: Tiff images with "short" Palette?
Posted by Bruce Bowler on Wed, 08 Dec 2010 13:35:55 GMT
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On Tue, 07 Dec 2010 14:21:12 -0800, Matt set fingers to keyboard and typed:

- >> Yes, I think a "color vector" is 256 elements in length whether you >> fill 2 or 100 colors.
- This is the crux. Can I make a "color vector" that has a length of 2
- > (or 3 or 5)?. If not, is that because of limitations with IDL, or
- > because of limitations to the TIFF spec. I've given the spec a glance,
- > and I can't see that the palette must be 256 colors.
- >> Hard to say if it is against the spec, I've never read it. But I don't
- >> think you are going to be able to make what you want in IDL. At least I
- >> don't know any way to.
- > Yup, so now I'm looking for alternatives.
- >> P.S. Hard to fault ArcView for loading the color table vectors. That's
- >> what I would do, too. :-(
- > No, that's exactly right, if your palette has 256 colors, load them all.
- > But I really don't want a palette with 256 colors.

From a *quick* read of http://partners.adobe.com/public/developer/en/tiff/ TIFF6.pdf, it would appear that it's more a limitation of IDL, and depending on which section of the spec you read it might be partially a limitation of the spec, which at one point defines the size of the color table as 3*2^BitsPerSample (seems to say you can have whatever size table you'd like), but in another section (specifically talking about grey scale images) says that BitsPerSample can either be 4 or 8 and somewhere says that the default for BitsPerSample is 1 (which is neither 4 nor 8:-)

At this point, I'd point the "flying fickle finger of fault" mostly in the direction of IDL.

Bruce