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Subject: Re: Complementary Color with XOBJVIEW  
Posted by [David Fanning](#) on Fri, 19 Aug 2011 20:47:29 GMT  
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M R writes:

> I am trying to display the output in white color instead of black as  
> being currently displayed in black in XOBJVIEW window. The image is  
> the maximum intensity pixel display in 3D (I can rotate the image,  
> etc). But as white color should be 255, 255, 255 in the 3D array, why  
> are the maximum pixels being displayed as black when I run the  
> program? How do I display the maximum intensity pixels in white color?  
> If its helps, I have posted the code below. Xinteranimate is displayed  
> as white slices on black background (default).

Sigh...

I know you have been working on this project for a long time, but I think you are still doing nearly everything wrong. :-)

The volume array you are building doesn't have any "color" associated with it. But, maybe you are now at least building the volume array correctly. Are the images, in fact, slices from a volume?

If so, maybe you could use the code found here:

[http://www.idlcoyote.com/ip\\_tips/mip.html](http://www.idlcoyote.com/ip_tips/mip.html)

Just load your volume array in the place where it says "Load the data."

Cheers,

David

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

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