M R writes:

> Thank you for remembering! But I can view the output, control the
> animation slice by slice and everything. Instead of a Black colored
> image in my XOBJVIEW window, I would like to convert it into white
> color. I just want to make a complementary image. Why would I need
> color information from the image for this? I have the pixel values
> where the maximum is 295. Instead of displaying this particular pixel
> as a black colored pixel, can I assign a color for it to be displayed
> in white color? Thank you for the help and tips!

Well, keep in mind that the graphics system used by
XObjView is *completely and utterly* different from
the graphics system used by XInteranimate (object
graphics verses direct graphics). And you can't mix
and match.

To get different colors in XObjView, you are going
to have to investigate the RBG_TABLE* keywords for
the IDLgrVolume object you are passing to XObjView.

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")