Subject: Re: Complementary Color with XOBJVIEW Posted by M R on Fri, 19 Aug 2011 21:01:53 GMT

View Forum Message <> Reply to Message

```
On Aug 19, 3:47 pm, David Fanning <n...@idlcoyote.com> wrote:
> 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
>
  Just load your volume array in the place where
  it says "Load the data."
>
>
  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.")
```

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!