
Subject: Re: Complementary Color with XOBJVIEW

Posted by [M R](#) on Fri, 19 Aug 2011 21:01:53 GMT

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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!
