
Subject: Re: 3D array imaging with different colors
Posted by [David Fanning](#) on Fri, 01 Mar 2013 14:49:26 GMT
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tackmeister@gmail.com writes:

> If I understand your first post correctly, by using a 3D array in the
> image function I define the colors directly by their RGB channel, so
> if I want to get a different color output I'd have to manipulate RGB
> channel separately and change it to the color I want? Is there a way
> you could suggest me to do this automatically so I get the result I'd
> like?

If you just want to change the background color. Find all the pixels that have zeros in all three color channels and change the value of these pixels to 255 in each color channel. Do the opposite to change white pixels to black.

I doubt this will be satisfying to you, because normally in a "mixing" situation like this, there will be a lot of pixels that are "almost" black (e.g., [0,1,4]). These will not be found and won't be changed.

I think it will be easier in your situation to just learn to love black backgrounds. You will sleep better at night. :-)

Cheers,

David

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