Subject: Re: TIFF Read/Write Bug?
Posted by David Fanning on Sun, 12 May 2013 14:08:43 GMT
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Tom Grydeland writes:

> The description of palette images is in section 5. For palette images, the number of bits per sample can be 4 or 8, corresponding to 16 or 256 colors (the color values are short integers, however, giving 65536 levels for each of red, blue and green at each index). For more colors than that, you must go to one of the RGB full color modes.

Yes, I think my mistake was treating TIFF images as if they were netCDF or HDF files. I had classified data in the byte range, but I wanted to store "missing" data with the value -999, which was why I was using an integer array. At the same time, I didn't want to lose the color vectors that "explained" the data.

Of course, when you store "color" images in TIFF files, it is difficult, if not impossible, to retrieve the science information. What I should have used, of course, is a netCDF file where I can store the palette information separately from the data itself. Unfortunately, netCDF files are just much more difficult for my client to handle as she likes.

There are ways to work around the "problem", but some documenation that the problem exists, in a location where I was likely to read it, would have helped. :-)

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.")