Subject: Re: performing a TVRD() on 24 bit images...
Posted by davidf on Thu, 14 Aug 1997 07:00:00 GMT
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Tony Darnell writes:

> I am having some difficulty saving 24 bit TIFF files and was wondering
> if anyone out there had a solution for me. I am constructing 24 bit
> images of solar image data and am trying to save the resulting image
> to a tiff file using TVRD(TRUE=1). I am writing each image to a PIXMAP
> window and preforming the TVRD from the PIXMAP. Viewing the image in IDL
> gives me exactly what I was expecting, however, once I view the image in an
> external viewer, such as xv, the image appears to have lost some information
> because it looks lossy. I am performing the TVRD off of the PIXMAP, not the
> window showing the image, although, I tried it both ways and it doesn't seem
> to matter. Here's my code:

  [Deleted some pretty convoluted code here. Graphics_Function=7!?
    I had to get the ol' manual out! :-)]

If I had a 2D image and I wanted to make a 24-bit TIFF file
from it using the colors from color table 4, I would do this:

```
    ; Get the size of my image and make a 3D array.

  image = BytScl(Dist(300,300))
  s = Size(image)
  image24 = BytArr(3, s[1], s[2])

    ; Load the color table and get the RGB vectors. I do this
    ; in the Z-buffer because it has 256 colors and the users
    ; won't see colors flashing at them.

  thisDevice = !D.Name
  Set_Plot, 'Z'
  LoadCT, 4, /Silent
  TVLCT, r, g, b, /Get
  Set_Plot, thisDevice

    ; Make the color separations for the 24-bit image.

  image24[0,*,*] = r[image]
  image24[1,*,*] = g[image]
  image24[2,*,*] = b[image]

    ; Make the TIFF file.

  Write_TIFF, 'easy.tif', image24, Red=r, Green=g, Blue=b
```

Walla! Couldn't be simpler. This is exactly the way
I make JPEG files, too.

Cheers,

David

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