Subject: Re: Displaying 3 color channels simultaneously
Posted by davidf on Tue, 31 Aug 1999 07:00:00 GMT
View Forum Message <> Reply to Message

Chris Jengo (cjengo@earthsat.com) writes:

> Either that or hire David as my personal IDL lackey. :-)

It's been done. And my kid's orthodontist thanks you. :-)

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Displaying 3 color channels simultaneously
Posted by Chris Jengo on Tue, 31 Aug 1999 07:00:00 GMT
View Forum Message <> Reply to Message

>
> Oh, well, it happens. Although never to me. :^)
>
> But I wouldn't be using TVSCL if I were you. Unless
> you want to spend *another* week figuring out why
> your colors don't look right. :-)
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting
> Phone: 970-221-0438 E-Mail: davidf@dfanning.com
> Coyote's Guide to IDL Programming: http://www.dfanning.com/
> Toll-Free IDL Book Orders: 1-888-461-0155

Surprisingly, I was actually able to figure that one out fairly quickly! I
just hope that one of these days (years) I'll be able to make improvements
in my code without having to figure out the cascading tree of new problems
that are introduced. But, hey, I guess there's no better way to learn how

to do something than trouble shooting. Either that or hire David as my
personal IDL lackey. :-) I have a feeling my boss won't go for that,
though...

Chris

Subject: Re: Displaying 3 color channels simultaneously
Posted by davidf on Tue, 31 Aug 1999 07:00:00 GMT

Chris Jengo (cjengo@my-deja.com) writes:

> I should have known that after a week or two of trying to figure this
> thing out (in my free time), I'd come up with the embarrassingly simple
> answer five minutes after I post here (write images to 3 dimensional
> array and use tvscl, image, /true). Sorry... :-|

Oh, well, it happens. Although never to me. :^)

But I wouldn't be using TVSCL if I were you. Unless
you want to spend *another* week figuring out why
your colors don't look right. :-)

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Displaying 3 color channels simultaneously
Posted by davidf on Tue, 31 Aug 1999 07:00:00 GMT

Chris Jengo (cjengo@my-deja.com) writes:

> I have some code that displays a color image (say a true color Landsat
> scene) and redraws some subscene within the image every few seconds.
> The new color subscene is a product of band manipulation. The problem
> is that when I redraw the subscene, the RGB channels are drawn
> independently (using "tv, redimage, channel=1", etc.), which kind of

> kills the continuity of the animation and makes it hard to compare with
> the background and the previous subscene. Is there a way to draw all
> three color components to the screen simultaneously? I tried to draw
> the images in the z-buffer in the hope of using the resulting tvrd
> image, but the tv command with the channel keyword gives me the error:
> "% TV: Z depth buffer contains words." Any help would be greatly
> appreciated, thanks!

How about something like this, where r_sub, g_sub, and
b_sub are the red, green, and blue 2D components of the
sub-image:

```
  s = Size(r_sub, /Dimensions)
  TV, Reform([ [r_sub], [g_sub], [b_sub] ], s[0], s[1], 3), True=3
```

Cheers,

David

P.S. Should have Device, Decomposed=1 on a PC, too. :-)

--
David Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Displaying 3 color channels simultaneously
Posted by cjengo on Tue, 31 Aug 1999 07:00:00 GMT
View Forum Message <> Reply to Message

I should have known that after a week or two of trying to figure this
thing out (in my free time), I'd come up with the embarrassingly simple
answer five minutes after I post here (write images to 3 dimensional
array and use tvscl, image, /true). Sorry... :-|

In article <7qh7h1$1s7$1@nnrp1.deja.com>,
  Chris Jengo <cjengo@my-deja.com> wrote:
> Hi,
> I have some code that displays a color image (say a true color Landsat
> scene) and redraws some subscene within the image every few seconds.
> The new color subscene is a product of band manipulation. The problem
> is that when I redraw the subscene, the RGB channels are drawn
> independently (using "tv, redimage, channel=1", etc.), which kind of
> kills the continuity of the animation and makes it hard to compare
with

> the background and the previous subscene. Is there a way to draw all
> three color components to the screen simultaneously? I tried to draw
> the images in the z-buffer in the hope of using the resulting tvrd
> image, but the tv command with the channel keyword gives me the error:
> "% TV: Z depth buffer contains words." Any help would be greatly
> appreciated, thanks!
>
> Chris
>
> --
> _____
> Chris Jengo - Senior Imaging Scientist
> Earth Satellite Corp. - Rockville, MD
> cjengo@earthsat.com
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.
>

--
_____
Chris Jengo - Senior Imaging Scientist
Earth Satellite Corp. - Rockville, MD
cjengo@earthsat.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.