
Subject: Displaying 3 color channels simultaneously
Posted by [cjengo](#) on Tue, 31 Aug 1999 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

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.
