
Subject: Re: RGB image to 8 bit ??

Posted by [Liam Gumley](#) on Thu, 09 Sep 1999 07:00:00 GMT

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David Fanning wrote:

```
>
> Liam Gumley (Liam.Gumley@ssec.wisc.edu) writes:
>
>> Richard Tyc wrote:
>>> At this point, the image is a bytarr[3,512,512]
>>>
>>> In order to load it into Xinteranimate, it needs to be in
>>> bytarr[512,512] form ?
>>>
>>> So, how do you convert a RGB triple image into a single 8-bit image
>>> while retaining
>>> the colors (although lower resolution of color)
>>
>> pseudo = color_quan(image, 1, r, g, b, colors=!d.table_size)
>> device, decomposed=0
>> tvlct, r, g, b
>> tv, pseudo
>
> Be sure you know what you are doing with Color_Quan here.
> What you *don't* want to be doing is getting a different
> color table for each image frame.
```

Fair enough. However I've always used my frame tools for animation, which allow a separate color table for each image (<http://cimss.ssec.wisc.edu/~gumley/frame.html>).

That said, I also think a 24-bit capable version of XInteranimate would be useful.

Cheers,
Liam.

--

Liam E. Gumley
Space Science and Engineering Center, UW-Madison
<http://cimss.ssec.wisc.edu/~gumley>

Subject: Re: RGB image to 8 bit ??

Posted by [davidf](#) on Thu, 09 Sep 1999 07:00:00 GMT

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Liam Gumley (Liam.Gumley@ssec.wisc.edu) writes:

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Be sure you know what you are doing with Color_Quan here.
What you **don't** want to be doing is getting a different
color table for each image frame.

When I faced the same problem of 24-bit images in
XInterAnimate, I found it fairly trivial to modify the
XInterAnimate code to accept 24-bit images. Hey, here is
a suggestion for IDL 5.3. :-)

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155

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Cheers,
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Liam E. Gumley
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