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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- > tvlct, r, g, b
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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

--

David Fanning, Ph.D.

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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, Liam.

--

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