
Subject: RGB image to 8 bit ??

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

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I am a little confused with the following issue:

I am trying to animate a sequence of images from a IDLgrWindow. The window image is drawn into a buffer object and then read later to retrieve it.

ie.

```
olmgBuf = sState.oBuf->read()
```

```
olmgBuf->getproperty,data=animImage
```

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)

Do I have to convert each R,G,B triple into a 24 bit integer and then bytscl it between 0-255 (then load an appropriate color table) ?

I was doing th following which produce a grey scale output (with color table 0)

```
Xinteranimate, Frame = nimg, image=reform(animImage[0,*,*])
```

Thanks

Rich

File Attachments

1) [richt.vcf](#), downloaded 115 times

Subject: Re: RGB image to 8 bit ??

Posted by [davidf](#) on Fri, 10 Sep 1999 07:00:00 GMT

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

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

You know, as soon as I sent that post yesterday I started worrying that I may have gotten it wrong. I remember wanting to display 24-bit images in XInteranimate, and I remember looking at the code, and I remember that whatever I did was very simple, but I couldn't quite remember what I actually did. So I went back this morning and looked at the code. And it turns out I did *nothing*!

That's right. XInterAnimate is *already* 24-bit image compliant. [Sorry, RSI. :-)]

Actually, it is the fact that XInterAnimate uses the Device Copy technique of transferring each image frame from its pixmaps to the display window that makes it so. This technique doesn't care *what* is in the window, it just transfers the "bits", if you like.

So, you use XInterAnimate with 24-bit images, all you have to do is load them properly:

```
XInterAnimate, /ShowLoad, Set=[512, 512, 15]
For J=0, 14 DO BEGIN
  TV, image24[j], True=1
  XInterAnimate, Frame=j, Window=!D.Window
EndFor
XInterAnimate
```

It is true that you can't use the IMAGE keyword, and that is a shame, but this may be the preferred solution anyway, since you don't have to do any COLOR_QUANing at all to use it.

Cheers,

David

--

David Fanning, Ph.D.
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Subject: Re: RGB image to 8 bit ??
Posted by [Richard Tyc](#) on Mon, 13 Sep 1999 07:00:00 GMT
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I ended up taking your first advice and created Xinteranimate24 which was very simple. In the CW_Animate_Load procedure I needed to add the true keyword (I actually created CW_ANIMATE_LOAD24 which Xinteranimate24 calls) and change some array subscripts on image size where it was grabbing size[1] and size[2] for xsize and ysize which now requires size[2] and size[3] since size[1] is 3.

I'll try your idea as well.

Thanks

Rich

David Fanning wrote in message ...

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

>

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

>

> You know, as soon as I sent that post yesterday I started worrying
> that I may have gotten it wrong. I remember wanting to display
> 24-bit images in XInteranimate, and I remember looking at the
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>   XInterAnimate, Frame=j, Window=!D.Window
> EndFor
> XInterAnimate
```

>

> It is true that you can't use the IMAGE keyword, and that
> is a shame, but this may be the preferred solution anyway,

> since you don't have to do any COLOR_QUANing at all to use
> it.
>
> Cheers,
>
> David
>
> --
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Subject: Re: RGB image
Posted by [Liam E. Gumley](#) on Thu, 10 Jan 2002 20:18:36 GMT
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Dominik Paul wrote:

> I tried a lot of thinks to display an RGB picture. It is in an array pic[3,
> 100, 100] with the 3 color channels and the size 100 square 100.
> Does somebody know a possibility to draw this 3 channels in one picture like
> an real RGB picture.

Grab IMDISP from

http://www.gumley.com/PIP/Free_Software.html

Cheers,
Liam.
Practical IDL Programming
<http://www.gumley.com/>

Subject: Re: RGB image
Posted by [David Fanning](#) on Thu, 10 Jan 2002 20:27:23 GMT
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Dominik Paul (dpaul@ukl.uni-freiburg.de) writes:

> I tried a lot of thinks to display an RGB picture. It is in an array pic[3,
> 100, 100] with the 3 color channels and the size 100 square 100.
> Does somebody know a possibility to draw this 3 channels in one picture like
> an real RGB picture.
> Help would be very nice.

I would suggest one of these methods:

TVImage, picture
IMDisp, picture
PlotImage, picture

You can find them in the usual places. :-)

Cheers,

David

--

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Subject: Re: RGB image
Posted by [Dick Jackson](#) on Fri, 11 Jan 2002 17:03:47 GMT
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"Dominik Paul" <dpaul@ukl.uni-freiburg.de> wrote in message
news:a1kkuo\$170\$1@n.ruf.uni-freiburg.de...

> Hi there,

>

> I tried a lot of thinks to display an RGB picture. It is in an array
pic[3,

> 100, 100] with the 3 color channels and the size 100 square 100.

> Does somebody know a posibility to draw this 3 channels in one picture
like

> an real RGB picture.

I may be missing something that my learned colleagues Liam and David are
seeing, but perhaps what you want is simply:

TV, /True, pic

Cheers,

--

-Dick

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Subject: Re: RGB image

Posted by [David Fanning](#) on Fri, 11 Jan 2002 17:18:31 GMT

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Dick Jackson (dick@d-jackson.com) writes:

> I may be missing something that my learned colleagues Liam and David are
> seeing, but perhaps what you want is simply:
>
> TV, /True, pic

Well, at least until you want PostScript output. :-)

Cheers,

David

--

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Subject: Re: RGB image

Posted by [David Fanning](#) on Fri, 11 Jan 2002 17:20:26 GMT

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David Fanning (david@dfanning.com) writes:

> Well, at least until you want PostScript output. :-)

Whoops! Should have been *understandable* PostScript output.

Cheers,

David

--

David W. Fanning, Ph.D.

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