
Subject: Re: How can I display a PNG file??

Posted by [davidf](#) on Wed, 10 Jan 2001 15:18:13 GMT

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Miguel Angel Cordoba (cordoba@ehma.upc.es) writes:

```
> i am using the query_png and the read_png functions to read a png file.
> The read_png returns a 4 channel image and i don't know how to display
> it.
> I execute this commands:
>
> IDL> ok=query_png('intro.png',s)
> % Loaded DLM: PNG.
> IDL> help,s,/structure
> ** Structure <780f0>, 7 tags, length=36, refs=1:
> CHANNELS      LONG      4
> DIMENSIONS    LONG      Array[2]
> HAS_PALETTE   INT       0
> IMAGE_INDEX   LONG      0
> NUM_IMAGES    LONG      1
> PIXEL_TYPE    INT       1
> TYPE          STRING    'PNG'
> IDL> window,0
> IDL> wset,0
> IDL> image1=read_png('intro.png')
> IDL> tv,image1
> IDL> help,image1
> IMAGE1        BYTE      = Array[4, 629, 288]
```

This image is a 24-bit RGB image, with an additional alpha channel that can be used for blending images together (and other things). To display a 4-channel image correctly, you are going to have to use the object graphics system in IDL. (Beyond the scope of this discussion.)

But to see the image in the normal direct graphics system, all you have to do is extract the RGB channels, like this:

```
imageRGB = image1[0:2, *,*]
```

Then, you would display the image normally:

```
Device, Decomposed=1
TV, imageRGB, True=1
```

Or, if you don't want to mess around with the Decomposed

stuff and the True keyword, you can use the TVIMAGE command
from my web page:

TVImage, imageRGB

Cheers,

David

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