
Subject: color problems in the Z-buffer

Posted by [Marten.Blixt](#) on Tue, 01 Jul 2003 14:52:42 GMT

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Hi all,

Searched through the group listings, and elsewhere, but didn't find any useful information. So I try posting.

I have a serie of color images (3 x X_Size x Y_Size) in png format, which I wish to modify slightly and then write back as indexed png images, and I'm working on a MAC OS X with IDL 5.6. But the result look very bad, as if I only have like 12 color levels!?

My pseudo code goes something like

```
SET_PLOT, 'Z', /COPY ;write to the Z 'pseudo' buffer - no output to terminal
```

```
  DEVICE,SET_RESOLUTION=[XSize,YSize], Z_Buffer=0
```

```
FOR i = 0,N-1 DO BEGIN
```

```
  image = READ_PNG(FileName[i])
```

```
  TVIMAGE, image
```

```
    ;Some "non-invasive" image modification, like adding text with XYOUTS
```

```
  a = TVREAD()
```

```
  TVLCT, r, g, b, /GET
```

```
  image24[0,*,*] = r[a]
```

```
  image24[2,*,*] = g[a]
```

```
  image24[2,*,*] = b[a]
```

```
WRITE_PNG, ResultFileName[i], image24
```

```
ENDFOR
```

N is around 1000, so I thought that I would save time using the Z-buffer. I've used a similar code, but then writing to the X device and saving the image using TVRD(True), which works fine. What wrong do you think I do in the Z-buffer??

Thanks,

Mårten Blixt
