
Subject: Re: what is an efficient lossless compression way to store a gray-scale image

Posted by [Jonathan Boswell](#) on Tue, 26 Aug 2003 17:59:43 GMT

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Pardon me for following up my own post!

Research Systems has a nice page on the GIF licensing issue at:

<http://www.rsinc.com/services/techtip.asp?ttid=3543>

- JB

Subject: Re: what is an efficient lossless compression way to store a gray-scale image

Posted by [Stein Vidar Hagfors H\[2\]](#) on Wed, 27 Aug 2003 17:36:33 GMT

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Jonathan Boswell <jsb@ost.cdrh.fda.gov> writes:

> Julia wrote:
>> seems that there is no way to store gray-scale images in IDL
>> efficiently...
>
> I believe GIF is lossless if you have fewer than 256 "colors". What version of
> IDL do you have? There are licensing issues pertaining to the LZW compression
> used by the GIF standard, and recent versions of IDL will not run WRITE_GIF w/o
> additional expense.
>

See WRITE_PNG - 2D arrays work with or without a palette, on 8 or 16 bits per channel.

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