

---

Subject: Re: mosaic two images in direct graphics  
Posted by [Chi-Kuei Wang](#) on Thu, 09 Jun 2005 16:15:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It seems to me that you need to draw in Z buffer (in order to use transparency) and copy the resultant image to the display window. If you have a hold of David Fanning's book, there is a similar example to follow.

Chi-Kuei

Sebastian wrote:

> Hello group,  
>  
> i have a problem merging two images together, and couldn't find  
> information for a solution.  
>  
> My problem:  
>  
> i have two (or even more) images of irregular shape (in fact, they are  
> referenced orbits of a satellite), the rest of the image is black.  
> i want to draw the two images using direct graphics. If i just use TV or  
> TVSCL, the surrounding (black) part of the image overplots the first  
> image, so i can't see both orbits.  
> The technique of simply adding the arrays is not satisfying as i want to  
> add many images with different sizes and i do not want to process them  
> individually.  
>  
> My approach would be to te tell TV not to draw the black color, that  
> would be sufficient. Some sort of transparency would solve my problem as  
> well.  
>  
> If it is possible in object graphics for sure, i am willing to transfer  
> my program to that....  
>  
> some advice??? Thanks in advance!  
>  
> Viele Gruesse  
> Sebastian

---

Subject: Re: mosaic two images in direct graphics  
Posted by [Sebastian](#) on Thu, 09 Jun 2005 20:13:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thanks for your reply. I don't have access to the book. My problem is to draw the images, but not to draw a specific color (black in my case). The images are generated using MAP\_PATCH (there is no other way, like MAP\_IMAGE, which would lead to a mask -- AFAIK), so there is plenty of

black surrounding the orbit strips of the satellite.

The only application of the Z buffer that i can imagine in this case would be to draw the images in Z buffer, read them back in an array of images (or a structure), and then add and scale them before displaying again. This would lead to some kind of transparency (but would even "merge" the overlapping images together). Isn't there a more direct way just for not drawing black?

Any help is greatly appreciated.  
sebastian

On Thu, 9 Jun 2005, Chi-Kuei Wang wrote:

- > It seems to me that you need to draw in Z buffer (in order to use
- > transparency) and copy the resultant image to the display window. If you have
- > a hold of David Fanning's book, there is a similar example to follow.

---

Subject: Re: mosaic two images in direct graphics  
Posted by [David Fanning](#) on Thu, 09 Jun 2005 20:35:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Sebastian Walter writes:

- > Thanks for your reply. I don't have access to the book. My problem is to
- > draw the images, but not to draw a specific color (black in my case). The
- > images are generated using MAP\_PATCH (there is no other way, like
- > MAP\_IMAGE, which would lead to a mask -- AFAIK), so there is plenty of
- > black surrounding the orbit strips of the satellite.
- >
- > The only application of the Z buffer that i can imagine in this case would
- > be to draw the images in Z buffer, read them back in an array of images
- > (or a structure), and then add and scale them before displaying again.
- > This would lead to some kind of transparency (but would even "merge" the
- > overlapping images together). Isn't there a more direct way just for not
- > drawing black?

If the "colored" part of the images don't overlap, and the black pixels have a 0 value, then something as simple as this would work:

```
TV, image1 > image2 > image3
```

Cheers,

David

--

David Fanning, Ph.D.  
Fanning Software Consulting, Inc.  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

---

---

Subject: Re: mosaic two images in direct graphics  
Posted by [Sebastian](#) on Fri, 10 Jun 2005 12:35:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thanks, David. Although they do overlap, this is a sufficient solution (the overlapping parts are almost the same values).

David Fanning wrote:

> If the "colored" part of the images don't overlap, and the  
> black pixels have a 0 value, then something as simple as  
> this would work:  
>  
> TV, image1 > image2 > image3

---

---

Subject: Re: mosaic two images in direct graphics  
Posted by [Chris Lee](#) on Fri, 10 Jun 2005 13:28:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

In article <3gqvbmFdhiinU1@uni-berlin.de>, "Sebastian"  
<swalter@zedat.fu-berlin.de> wrote:

> Hello group,  
> i have two (or even more) images of irregular shape (in fact, they are  
> referenced orbits of a satellite), the rest of the image is black. i  
> ....  
> some advice??? Thanks in advance!  
> Viele Gruesse  
> Sebastian

If you want to merge scientific datasets and not pictures,  
you might want to use all the data you have, e.g.

```
; data = [n_images, image_x, image_y]  
;invalid =value of 'black'  
valid=data ne invalid  
new_data= total(valid*data,0)/(total(valid, 0) > 1)
```

which will give you the averages of overlapping pixels, and probably an error message because I haven't tested it. missing data can be handled either using WHERE or using a few more terms in the above equation.

Chris.

---

---

Subject: Re: mosaic two images in direct graphics  
Posted by [Sebastian](#) on Mon, 13 Jun 2005 16:16:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thank You. With 1's instead of 0's in the TOTAL function it works and gives me a quite homogenic dataset. For really smooth images I have to do a histogram stretch.

Sebastian

Christopher Lee wrote:

```
> If you want to merge scientific datasets and not pictures,  
> you might want to use all the data you have, e.g.  
>  
> ; data = [n_images, image_x, image_y]  
> ;invalid =value of 'black'  
> valid=data ne invalid  
> new_data= total(valid*data,0)/(total(valid, 0) > 1)  
>  
> which will give you the averages of overlapping pixels, and probably an  
> error message because I haven't tested it. missing data can be handled  
> either using WHERE or using a few more terms in the above equation.  
>  
> Chris.
```

---