
Subject: Re: plotting Ascii in bitmap

Posted by [Vince Hradil](#) on Fri, 26 Jan 2007 16:09:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Will using the Z-buffer help performance enough? Give it try.

On Jan 26, 6:47 am, "Gert" <Gert.VandeWouwerNO @ SPAM.com> wrote:

```
> Hi,  
>  
> I need to plot colored numbers (and letters) on a bitmap and then save the  
> result. It's not necessary to view the overlay bitmap in IDL.  
> so:  
> x = read_tiff('bitmap.tif')  
> overlay=x ;maybe be make an RGB here..  
> plottext('kjdhkj',positionrow,positioncol)  
> plottext('323',positionrow,positioncol)  
> write_tiff, x, 'overlay.tif'  
>  
> Does anyone know how the plottext() function should look like? I did it once  
> by:  
> tvsxcl,x  
> plot, stuff  
> oplot, stuff...  
> tvrd, overlay  
> but this isn't very practical if x is 5000x5000 bitmap...  
>  
> Thanks,  
>  
> Gert
```

Subject: Re: plotting Ascii in bitmap

Posted by [Paolo Grigis](#) on Fri, 26 Jan 2007 16:27:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

hradilv wrote:

```
> Will using the Z-buffer help performance enough? Give it try.
```

But the Z-buffer has only 8-bit available for the colors in the picture, right? Then it won't work if you have more than 255 different colors in your picture...

Paolo

```
>  
> On Jan 26, 6:47 am, "Gert" <Gert.VandeWouwerNO @ SPAM.com> wrote:  
>> Hi,
```

```
>>
>> I need to plot colored numbers (and letters) on a bitmap and then save the
>> result. It's not necessary to view the overlay bitmap in IDL.
>> so:
>> x = read_tiff('bitmap.tif')
>> overlay=x ;maybe be make an RGB here..
>> plottext('kjdhkj',positionrow,positioncol)
>> plottext('323',positionrow,positioncol)
>> write_tiff, x, 'overlay.tif'
>>
>> Does anyone know how the plottext() function should look like? I did it once
>> by:
>> tvsxcl,x
>> plot, stuff
>> oplot, stuff...
>> tvrd, overlay
>> but this isn't very practical if x is 5000x5000 bitmap...
>>
>> Thanks,
>>
>> Gert
>
```

Subject: Re: plotting Ascii in bitmap
Posted by [Ingo von Borstel](#) on Mon, 29 Jan 2007 07:58:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi,

> But the Z-buffer has only 8-bit available for the colors in the
> picture, right? Then it won't work if you have more than
> 255 different colors in your picture...

Just a few posts earlier, David Fanning gave me an answer on a very similar question of mine. I'm not sure about colors, though. Look for the post "Writing on an image" by me - and especially the answer to this question:

[news://news.tu-bs.de:119/ea0k9r\\$6f\\$1@rzcomm2.rz.tu-bs.de](news://news.tu-bs.de:119/ea0k9r$6f$1@rzcomm2.rz.tu-bs.de)

Best regards,
Ingo

--

Ingo von Borstel <newsgroups@planetmaker.de>
Public Key: <http://www.planetmaker.de/ingo.asc>

If you need an urgent reply, replace newsgroups by vgap.
