
Subject: Re: image on map

Posted by [David Fanning](#) on Sat, 12 Jan 2008 14:31:26 GMT

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skymaxwell@gmail.com writes:

> I have 'world.bmp' file. I load it to IDL. Set map projection by
> MAP_SET. Then use MAP_IMAGE,
> but image there must be 2D array so before i use REFORM. If i display
> image by TV, it's now same colors as origin BMP file. So how fix it ?

Here is an article that describes how to put a true-color
image on a map projection:

http://www.dfanning.com/tips/map_image24.html

> and another question. My BMP file have size (600,360) when i use
> MAP_SET some pixels on top and bottom don't used. i was looked in help
> - MAP_SET use only [+80;-80] degrees on latitude. how use [-90;+90] ?

I've never heard of this, and doubt that it is true. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: image on map

Posted by skymaxwell@gmail.com on Sat, 12 Jan 2008 19:44:33 GMT

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Thanks for your reply, David

but now another question
now i want to create BMP file
i was looked at one of your tips

http://www.dfanning.com/color_tips/howjpeg.html

and some forum messages here. So here is my code

```
;read image from idl window  
image=TVRD(TRUE=1)
```

```
help,image
;something wrong with microsoft ? RGB to BGR
newImage=Transpose(image[2,1,0])
;try create bmp
WRITE_BMP,'file_src.bmp',newImage;,/RGB
```

and i got the error

```
IMAGE      BYTE      = Array[3, 600, 360]
TRANPOSE: Expression must be an array in this context: <BYTE
( 0)>.
Execution halted at: $MAIN$      58 C:\Documents and Settings
\user\Desktop\bmpwindow.pro
```

Subject: Re: image on map
Posted by [David Fanning](#) on Sat, 12 Jan 2008 20:23:56 GMT
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skymaxwell@gmail.com writes:

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> but now another question
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> TRANPOSE: Expression must be an array in this context: <BYTE
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> Execution halted at: $MAIN$      58 C:\Documents and Settings
> \user\Desktop\bmpwindow.pro
```

I don't know. Did you try creating the BMP file with

TVRead? That always works for me. Even on Windows.

```
IDL> void = TVRead(/BMP)
```

You can find it here:

<http://www.dfanning.com/programs/tvread.pro>

You could dissect the code to see how it is I'm writing the BMP file. This could be a version issue, too. What version of IDL are you using?

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: image on map

Posted by [Foldy Lajos](#) on Sat, 12 Jan 2008 20:49:53 GMT

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On Sat, 12 Jan 2008, skymaxwell@gmail.com wrote:

```
> Thanks for your reply, David
>
> but now another question
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> i was looked at one of your tips
>
> http://www.dfanning.com/color_tips/howjpeg.html
>
> and some forum messages here. So here is my code
>
> ;read image from idl window
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> help,image
> ;something wrong with microsoft ? RGB to BGR
> newImage=Transpose(image[2,1,0])
```

```
newImage=Transpose(image,[2,1,0])
```

regards,
lajos

```
> ;try create bmp
> WRITE_BMP,'file_src.bmp',newImage;,/RGB
>
>
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>
> IMAGE      BYTE    = Array[3, 600, 360]
> TRANSPOSE: Expression must be an array in this context: <BYTE
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> \user\Desktop\bmpwindow.pro
```
