Subject: Re: color tiffs

Posted by David Grier on Sat, 04 Sep 2010 16:57:33 GMT

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On 9/4/10 12:43 PM, Hawaiianite wrote:

> I can't seem to get tiffs written out in color. Silly, but true.

>

> IDL> write_tiff, 'title', (array[*, *, 2]), /float

>

- > I get a grey scale image even when I've set device, decomposed=0 and
- > loaded a color table (39). The resulting file is larger compared to
- > the black and white tiffs I produced with bytscl'ing', but it is not
- > in color. Any suggestions?

>

> Thanks!

How about ...

IDL> write tiff, 'title', array[*,*,0:2], /float

The command you provided above creates a tiff image with only one color channel (index 2), and thus yields a grayscale image. Storing a color image requires all three color channels, which I assume are in indices 0, 1, and 2 of "array". I also assume that you're not using indexed colors because you're storing pixels as floating-point values. If you were using indexed colors, you'd have to save the color table in the write_tiff command.

The floating-point image created by your command is larger than a bytscl'ed image because each floating-point pixel requires 4 bytes (?), whereas each bytscl'ed pixel requires just one.

TTFN,

David

Subject: Re: color tiffs

Posted by penteado on Sat, 04 Sep 2010 17:14:22 GMT

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On Sep 4, 1:43 pm, Hawaiianite <jtmcah...@gmail.com> wrote:

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- > in color. Any suggestions?

> .

> Thanks!

Besides the points David mentioned, note that the device routine and the current colortable only affect things done to direct graphics devices. write_tiff has nothing to with direct graphics.

Subject: Re: color tiffs
Posted by jtmcahill on Fri, 17 Sep 2010 14:22:26 GMT
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On Sep 4, 1:14 pm, Paulo Penteado <pp.pente...@gmail.com> wrote:

- > On Sep 4, 1:43 pm, Hawaiianite <jtmcah...@gmail.com> wrote:
- >> I can't seem to get tiffs written out in color. Silly, but true.
- >> IDL> write_tiff, 'title', (array[*,*,2]), /float

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- >> loaded a color table (39). The resulting file is larger compared to
- >> the black and white tiffs I produced with bytscl'ing', but it is not
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>> Thanks!

>

- > Besides the points David mentioned, note that the device routine and
- > the current colortable only affect things done to direct graphics
- > devices. write_tiff has nothing to with direct graphics.

Ok, well is there a way I can make a color tiff with one channel? I need to keep the channels separate in displaying this data...

Thanks!