
Subject: Moving colored lines smoothly on a gray-scale image
Posted by [Helder Marchetto](#) on Mon, 14 Nov 2011 09:47:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi,
I've been trying to move markers like lines, squares and crosses on images. I can pretty well manage this using the "Set_graphics_function" option of the Device procedure. Here's an example:

```
DEVICE, SET_GRAPHICS_FUNCTION = 3 ;Starting graphic settings
tvsc1, dist(200) ;Draw something
;Define a square:
StartPosX = [50,50,150,150,50]
StartPosY = [50,150,150,50,50]
```

Draw the square:

```
DEVICE, SET_GRAPHICS_FUNCTION = 9
plots, StartPosX, StartPosY, color=255I, /device
```

Move the square by first drawing over the previous one and then drawing it in a new position:

```
plots, StartPosX, StartPosY, color=255I, /device
NewPosX = StartPosX + 10
NewPosY = StartPosY + 10
plots, NewPosX, NewPosY, color=255I, /device
```

The type of code above I find pretty efficient. However, the drawn lines have very low contrast when the gray-scale intensity is around 128. Because $128 \text{ XOR } 255 = 127$. Such a situation is visible in the above code at the corners of the square in the starting position.

Is there a clever way to get around this that is as smooth as the above?

I would really like to use colored markers that do not vanish when the contrast is low, but that doesn't work very well (at least not what I've tried).

I also tried storing the intensities of the image before drawing on top of it, but that is a slow and annoying process (I used TVRD and save the image in pointers...). However, it turned out that the image flickers when moving the objects.

Any tips would be appreciated.

Thanks, Helder
