
Subject: Re: Writing mpeg from IDL (pseudo_to_true included)
Posted by [A. Scott Denning](#) on Wed, 13 Nov 1996 08:00:00 GMT
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Here is the simple procedure "pseudo_to_true", which I neglected to post along with the write_mpeg procedure:

```
FUNCTION pseudo_to_true, image8

s = SIZE(image8)
IF s(0) NE 2 THEN BEGIN
  MESSAGE, 'input array must be 2D BYTE array.'
  RETURN, -1
ENDIF

width = s(1)
height = s(2)

; Load current color table into byte arrays
TVLCT, red, green, blue, /GET

image24 = BYTARR(3,width, height)
image24(0,*,*) = red(image8(*,*))
image24(1,*,*) = green(image8(*,*))
image24(2,*,*) = blue(image8(*,*))

RETURN, image24

END
```

Subject: Re: Writing mpeg from IDL (pseudo_to_true included)
Posted by [sterner](#) on Fri, 15 Nov 1996 08:00:00 GMT
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"A. Scott Denning" <scott@abyss.atmos.colostate.edu> writes:

> Here is the simple procedure "pseudo_to_true", which I neglected to post
> along with the write_mpeg procedure:

```
. . .
> image24(0,*,*) = red(image8(*,*))
> image24(1,*,*) = green(image8(*,*))
> image24(2,*,*) = blue(image8(*,*))
```

Try the following simple change and see if it speeds things up a bit:

```
image24(0,0,0) = red(image8)
image24(1,0,0) = green(image8)
```

image24(2,0,0) = blue(image8)

Do a timing test in a loop and compare the two variations.

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