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Subject: Displaying overlay planes

Posted by [Daniel Peduzzi](#) on Tue, 01 Jun 1999 07:00:00 GMT

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The answer to this question has eluded me for some time now, and I'm wondering if some kind IDL guru could point me in the right direction.

I have an 8-bit image (satellite data) which is being displayed on a 24-bit system. I'm currently using

device, true\_color=24, decomposed=0

to do this, since I have the 8-bit image and corresponding r-g-b arrays.

I also have some bitplane data, in another 8-bit 2D array, where each of the 8 bitplanes correspond to a cloud type. (For example, any pixel containing cirrus would have a bit set in plane number 5.)

What I would like to do is to display any one of these 8 masks, in its own distinct color, over the original satellite data. I don't need to see the underlying imagery, so a solid color would be fine, but I do need the capability of toggling the mask on and off with reasonable speed (less than a second.)

Is this possible using IDL?

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