
Subject: REBIN Question

Posted by [pford](#) on Sat, 14 Mar 1998 08:00:00 GMT

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REBIN question

Either I have uncovered a bug in REBIN in the Mac version of IDL V 5.0.3 or I don't fully understand how REBIN works. I want to take a 2-D byte array at_target that is 64X64 in size and make it into a 1-D byte array with the same number of elements and vis versa. The results are not what I am expecting so I used the code below to test it. The displayed images are not even close to each other.

Would someone be kind enough to explain why and how I can do this other than using the code below(test2) the offending section.

Thanks.

```
pro test
window,5,xsize= 128, ysize = 128
window,6,xsize= 128, ysize = 128

at_target= bytarr(64,64)
at_target(0:63,0:63) = 255B
at_target(10:20,10:20) = 200B;

wset,5
tvsc1, at_target
wset,6
tvsc1, rebin(rebin(at_target, 64*64),64,64)
stop
end
```

```
pro test2

window,5,xsize= 128, ysize = 128
window,6,xsize= 128, ysize = 128

at_target = bytarr(64,64)
at_target2 = bytarr(64,64)
at_target(0:63,0:63) = 255B
at_target(10:20,10:20) = 200B;

d1target = btarr(64*64)
n=0
for x=0,63 do begin
```

```
for y=0,63 do begin
  d1target[n] = at_target[x,y]
  at_target2 [x,y] = d1target[n]
  n = n + 1
endfor; for y=0,63 do begin
endfor; for x=0,63 do begin
```

```
wset,5
tvsc1, at_target
wset,6
tvsc1, at_target2
stop
end
```

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