Subject: Re: 32bit signed integer problems
Posted by a2652099 on Tue, 14 Apr 1998 07:00:00 GMT
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bprause@campra.phys.nd.edu (Burkhard Prause) wrote:

> Array then turns out to contain sheer noise. If I read the data file
> into a one dimesional vector, then extract 16 bit integers by reading
> every third and fourth byte into a 256x128x128 integer array, I can
> produce the "correct" image. So my data set is not garbage. However,
> by doing this I basically limit my contrast, because all values larger
> than 2^16 are read as 65536.
>
> Any suggestions what I may be doing wrong here?

Have a look at the BYTEORDER procedure.

        Alex

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