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Subject: Re: digitize a curve from an image

Posted by [Martin Schultz](#) on Wed, 23 Aug 2000 07:00:00 GMT

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Kristian Kjaer wrote:

>  
> Thanks for your replies.  
>  
> One problem I had was that in all the programs the screen resolution was  
> a limiting factor; my scanned images had many more pixels than would fit  
> on the screen.  
> I thought of hacking something in IDL with  
>  
> tvscl,image  
> while ... do cursor,x,y ; click to get the coord frame  
> while ... do cursor,x,y ; click to get the curve  
> polywarp, ... ; to get the coord. transformation (as  
> suggested).  
>  
> but then I realized that again the screen resolution would limit the  
> result. Apparently, what I'd need is a rowing zoom window for exploring  
> the image.  
>  
> In the end I decided to settle for screen resolution.  
>  
> - Kristian  
> -----  
> Kristian Kj  r, Physics Dept., Ris   Natl. Laboratory, Denmark  
>  
> Kristian Kj  r wrote:  
>>  
>> I have a gif file (B/W only, no greys or colours) showing a line graph.  
>> Now I would like to get hold of the x,y arrays represented by the curve.  
>> Has anyone written something to do that already?  
>> The coordinate axes are a little skewed in the image (originally  
>> scanned).  
>>  
>> Thanks for any help, Kristian

Two possible solutions (aside from a request for the digital data):

1. get a bigger monitor
2. scan the image in a lower resolution so it fits onto your screen (or use photoshop or the likes to resample the image into a lower resolution)

Martin

[[ Dr. Martin Schultz    Max-Planck-Institut fuer Meteorologie  
[[  
[[                    Bundesstr. 55, 20146 Hamburg  
[[  
[[                    phone: +49 40 41173-308  
[[  
[[                    fax:    +49 40 41173-298  
[[  
[[ martin.schultz@dkrz.de  
[[  
[[