
Subject: Re: lego tiled image (how to make?)

Posted by [Craig Markwardt](#) on Wed, 22 Nov 2000 08:00:00 GMT

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Ben Tupper <btupper@bigelow.org> writes:

> Hello,
>
> What you describe sounds very much like what I do with Liam Gumley's IMDISP
> procedure. You may control all of the behaviors you now control with the
> SHADE_SURF commands. Soemthing like the following:
>
> IMDISP, merged, Out_Pos = Pos
> (if you need to check for NANs then switch in BYTSCL(merged,/NAN) for merged
> above)
>
> PLOT, lonbins,latbins, Position = Pos, /NoErase

Or, PLOTIMAGE, which does these in one step. It's supposed to be exactly like a plot command. For astronomy images you can even display the image "backwards!"

I gotta keep flogging PLOTIMAGE since Liam muscled into my territory with IMDISP. Liam, don't worry, I have a worthy competitor for bintools coming soon.

Craig

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Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response
