Subject: Re: Probably a simple question, but I'm only a beginner with this IDL stuff :)
Posted by Chris Bull on Sat, 27 Jan 2001 16:33:05 GMT

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Cheers, thanx :)
"David Fanning" <davidf@dfanning.com> wrote in message
news:MPG.14dca299c07ea5af989d41@news.frii.com...
> Chris Bull (cjbull@another.com) writes:
>
>> I have read in an array from a file its an xyz image (three chanels
pixel
>> interleved)
>> however it is defined from the top row of the image rather than the
bottom
>> as IDL
>> defines it... If it were a two dimensional array it would be easy to
>> rotate/flip it
>> however I cant work out how to flip it and all my pictures are coming
out
>> upside
>> down :(
>>
>> Can someone please point me in the right direction on flipping it
vertically
>> :)
>
> Whether the (0,0) pixel is in the lower-left corner
> of the window, or the upper-left corner is a matter
> of preference. The convention you choose to use is
> set by the !Order system variable, which by default
> is set to 0. To flip your image right side up, either
> set !Order=1 or set the ORDER keyword to 1 on the
> image display command:
>
>   IDL> TV, image, Order=1
>
> Cheers,
>
> David
>
> --
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