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Subject: Re: Probably a simple question, but I'm only a beginner with this IDL stuff :)  
Posted by [davidf](#) on Sat, 27 Jan 2001 16:17:49 GMT

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Chris Bull ([cjbull@another.com](mailto:cjbull@another.com)) writes:

> I have read in an array from a file its an xyz image (three chanel pixel  
> interleaved)  
> 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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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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