

---

Subject: Re: Function BYTSCL  
Posted by [davidf](#) on Tue, 10 Apr 2001 13:55:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Steffen Kernchen ([steffen.kernchen@student.uni-magdeburg.de](mailto:steffen.kernchen@student.uni-magdeburg.de)) writes:

> \*g\* no, it is a condition for a given exercise.  
  
> university.  
> so the answer for my question should be quite simple. just 3 or 4 lines...  
>  
> do you have an idea?

No. Not really. :-)

This seems like a strange course. "Contrast" is a visual property. It pertains to how something is *\*displayed\**, which always involves bytes sooner or later.

If you want to do something to improve contrast to an array, I suppose you can multiply the array by some non-linear spreading function, then "normalize" it into the range 0 to 255, if you prefer not to use the term "byte scale". (I guess something like this is done with histogram equalization, come to think of it.) Perhaps we should just wait for JD to provide the HISTOGRAM solution. (He isn't the guest lecturer, is he?)

Cheers,

David

P.S. Let's just say I'm glad I'm not taking an IDL programming class. :-(

--

David Fanning, Ph.D.  
Fanning Software Consulting  
Phone: 970-221-0438 E-Mail: [davidf@dfanning.com](mailto:davidf@dfanning.com)  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
Toll-Free IDL Book Orders: 1-888-461-0155

---