Subject: Re: 10 bit packed as 8 bit unpacking Posted by dmarshall on Wed, 20 Jun 2001 13:37:14 GMT

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This worked beautifully "right out of the box". Thanks. Dave. In article <onpuc07be3.fsf@cow.physics.wisc.edu>, Craig Markwardt <craigmnet@cow.physics.wisc.edu> writes: > dmarshall@ivory.trentu.ca writes: > >> I would like to get the raw information from a 1280 by 960 image that has >> 10 bit resolution. I can get at a dumped version that comes out in 8 bit >> chunks. >> >> Could I read the image into a bytarr and "simply" reformat it as 10 bit? > This question comes up now and then. I think the answer, "simply," is > sort of. You will probably use the ISHFT function to shift bits into > place. However, IDL does not have a 10-bit data type, so you will > have to load it into a 16-bit INT or UINT. > However, I do have a suggestion that might help: remember that every > group of five bytes contains four data values. Thus, for speed, you > can reformat the original array into guintuples of bytes, and then > read out the interleaved array values with appropriate choices if > ISHFT and bitwise AND. > n = 1280L & m = 960L> rawimg = bytarr(n*m*5/4) ;; 10-bit is 20% more than 8-bit

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> readdatafromdisk, rawimg
                                     ;; Read data however you do it
>
> rawimg = reform(rawimg, 5, n*m/4)
                                         ;; Reform into quintuples
> outimg = intarr(4, n*m/4)
                                  ;; Make new output image of quadruples
                                 ;; Indices for interleaved access
> ii = lindgen(n*m/4)
> ;; Interleave the bytes together
> outimg(0,ii) = ishft(rawimg(0,ii) AND 'ff'x,2) + ishft(rawimg(1,ii) AND 'c0'x,-6)
> outimg(1,ii) = ishft(rawimg(1,jj) AND '3f'x,4) + ishft(rawimg(2,jj) AND 'f0'x,-4)
> outimg(2,ii) = ishft(rawimg(2,ij) AND '0f'x,6) + ishft(rawimg(3,ij) AND 'fc'x,-2)
> outimg(3,ii) = ishft(rawimg(3,jj) AND '03'x,8) + ishft(rawimg(4,jj) AND 'ff'x, 0)
> outimg = reform(outimg, n, m)
                                      ;; Convert back to an NxM array
> This will require some tweaking, but it is probably the best way to
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> go. Check it out at least. The final result will be a 16-bit 2-d
> array suitable for manipulation in IDL.
> Craig
>
> ------
> Craig B. Markwardt, Ph.D. EMAIL: craigmnet@cow.physics.wisc.edu
> Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response
> ------
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