
Subject: Re: A question about IDLgrImage's
Posted by [Rick Towler](#) on Thu, 20 Dec 2001 20:55:17 GMT
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"Adam Rankin" <arankin@irus.rrl.on.ca> wrote:

- > I'm having a problem, of course. But I thought I'd try to figure this one
- > out on my own... well I'm stuck so I want to ask a question.
- >
- > 1) When an IDLgrImage is created and applied to a model->view->window, is
- > there some automatic setting that wraps around pixel values if they
- > surpass a default range.
- >

What do you mean by default range? Who's default range?

- > To clarify, if I had an image with pixel values ranging from 1 to 1001 and
- > IDLgrImage only accepted and handled 1 to 1000, would it, or does it wrap
- > the 1001 around to 1?

Why would IDLgrImage only "accept and handle" 1 to 1000?

If you set up your view so that it is only 1000 units wide, your image will be clipped at the edge. If you set the dimension of your image to 1000 units wide your image will be scaled.

Can you give us some details?

- > Sorry if it's confusing, that's the reason I'm asking. ;-)

No worries. As far as I can tell, most of us in this group are already confused ;)

-Rick
