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Subject: A question about IDLgrImage's

Posted by [Adam Rankin](#) on Thu, 20 Dec 2001 19:10:46 GMT

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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.

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?

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

-Adam

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