Subject: Re: Importing Binary Images
Posted by Martin Downing on Tue, 29 Jan 2002 18:09:42 GMT

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>> If my image is indeed not byte, do I do something different, e.g.
>> -rw-r--r--   1 robs   robs   12744004 Jan 17 14:38 gom15dd.dat
>> that value divided by (1561x2041) = 4 ?
>
> Umm, BYTE = 1 byte, INT = 2 bytes, LONG = 4 bytes (ignoring
> distinction between unsigned and signed). So, looks like you want a
> LONARR, not an INTARR.

As I said previously, once you have established that you have 4 bytes per
pixel (and no remainder, then your image could be of type LONG, ULONG or
FLOAT. So just try loading each of them in 1561x2041 (and try reforming to
2041x1561).
Easy test is: load as LONG. If it looks fairly good but has half the image
highlighted, then you have a ULONG type, if the image looks like a snow
storm then you have (a) an image of a snow storm (b) a float image

Martin