
Subject: Re: Image scale as 0 - 4096 instead of 0 - 255
Posted by [David Fanning](#) on Fri, 22 Mar 2002 21:30:02 GMT
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Akhila (idlfreak@yahoo.com) writes:

- > I can view the images in a window using IDLgrWindow command in object
- > graphics or tvscl command in direct graphics. I have couple of simple
- > questions on this.
- >
- > 1. The images obtained are in the scale of 0 - 255. I'd like to view
- > these images on a 0 - 4096 scale. Can anybody tell me how to do that.
- > 2. When i'm drawing these images in object graphics. I can draw
- > images in only one window at a time. That is, even though i perform
- > several modifications to the image like erosion or dilation only one
- > stage can be seen. In other words i can't get many windows. I want to
- > draw all the stages of image in seperate windows like what we can do
- > in direct graphics using tvscl command and the location of a window.
- > please suggest me a method to do this.

Have a look at ContrastZoom from my program library.
This shows you how 16-bit image data can be displayed
in multiple windows in object graphics.

<http://www.dfanning.com/contrastzoom.pro>

Cheers,

David

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