
Subject: Image scale as 0 - 4096 instead of 0 - 255
Posted by [idlfreak](#) on Fri, 22 Mar 2002 20:18:38 GMT
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Hi,

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.

Thank you for ur time and any help is welcome.

Cheers,
Akhila.
