Subject: Re: Image scale as 0 - 4096 instead of 0 - 255
Posted by David Fanning on Wed, 27 Mar 2002 01:35:13 GMT
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Akhila (idlfreak@yahoo.com) writes:

> I hope i'm clear this time.

I think Mark solved this one for you. You can have as many
object windows as you like. Set the RETAIN keyword so they
do their own backing store and redraw properly.

> I'm sorry to bother you, but i have another question to ask you. I saw
> that you have once discussed about dispaying the image for Medical
> imaging purposes using 4096 as a greyscale instead of 255. Is that
> possible and how can you do that?

I didn't say 4096 shades of gray. I said that often medical
images are 12 or 16 bit rather than 8 and radiologists don't
want to throw *any* data away. So they prefer to define a
"window" into their 16-bit data and choose which range of
the data is displayed in the 256 shades of gray available
on a computer.

The program ConstrastZoom on my web page demonstrates one
way this windowing can be done (among other things).

Cheers,

David

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