
Subject: Re: Image scale as 0 - 4096 instead of 0 - 255
Posted by [David Fanning](#) on Tue, 26 Mar 2002 17:43:53 GMT
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Akhila (idlfreak@yahoo.com) writes:

> I looked at your program but u have drawn some different views in
> one scene and displayed that in one window. Is that the only way we
> can do it?
>
> In direct graphics
>
> tvscl, image
> tvscl, image1
>
> will draw two images in two windows. I want to do that but in object
> graphics. Please tell me if that's possible.

Actually, your example will overdraw the second image
in the same window as the first, so I'm not exactly
sure what you are asking about. Could you clarify
exactly what you want?

Cheers,

David

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David W. Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438, E-mail: david@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155
