
Subject: Re: Image scale as 0 - 4096 instead of 0 - 255

Posted by [idlfreak](#) on Tue, 26 Mar 2002 17:29:09 GMT

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hi David,

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

```
tvscf, image  
tvscf, image1
```

will draw two images in two windows. I want to do that but in object graphics. Please tell me if that's possible.

Regards,
Akhila.

David Fanning <david@dfanning.com> wrote in message
news:<MPG.1705504470829d7f989846@news.frii.com>...

> Akhila (idlfreak@yahoo.com) writes:

>

>> I can view the images in a window using IDLgrWindow command in object
>> graphics or tvscf 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 tvscf 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
