Subject: Re: RMS error Posted by David Fanning on Tue, 11 May 2004 23:23:02 GMT View Forum Message <> Reply to Message

Rick Towler writes:

> A couple of questions: > 1) Shouldn't you first cast img_1 and img_2 to something other than byte? > Subtracting byte arrays will result in points that wrap: > IDL> print, 213B-215B 254 > > When you really want: > IDL> print, 213s-215s -2

because, well..., I just did. :-) > 2) Is this correct for true color images?

Yes, of course. I assumed these were 16-bit images,

Don't know. I've never done this myself. I was just up getting a cup of tea when the message came in and I happened to have my Gonzalez and Woods sitting at hand. This is what I found when I looked RMS error up in the index. It's what happens when you give a guy with a compulsion to communicate a little bit of knowledge. :-(

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/