
Subject: Re: RMS error

Posted by [David Fanning](#) on Tue, 11 May 2004 23:23:02 GMT

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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

Yes, of course. I assumed these were 16-bit images, because, well..., I just did. :-)

> 2) Is this correct for true color 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/>
