
Subject: Re: 255 and 0

Posted by [David Fanning](#) on Sat, 12 Jun 2004 19:24:33 GMT

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Adhara writes:

> I know for sure that my bitmap contains ONLY zeros and 255s. However,
> when I try to transform this bitmap into a Tif image, the result shows
> 238 and 226 as well! How is this possible?

It's not possible. :-)

How do you "know" your bitmap contains only zeros and 255s?

Are both your bitmap AND your TIFF files 2D image arrays?

> I was suggested to scale
> the values, however, this is still happening...

There is absolutely no point in scaling data that
is already scaled into the range you want.

> Can someone help me..???

Probably not without collecting an eye of a newt
or something. I think your computer must be possessed. :-)

Cheers,

David

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