
Subject: Re: Stretching an image

Posted by [David Fanning](#) on Thu, 09 Dec 2004 19:01:49 GMT

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Julio writes:

- > I'd like to know how to apply a stretch in an image using 2% of
- > saturation. That's what ENVI does when I open any image.
- >
- > How can I do that using an IDL code?

I have no idea how ENVI does this, or even what
"2% of saturation" means, but I'm feeling reckless.

Here is how I would do it:

```
minImage = Min(image, Max=maxImage)
range = Float(maxImage) - Min(image)
onePercent = range * 0.01
low = minImage + onePercent
high = maxImage - onePercent
stretchedImage = BytScl(image, Min=low, Max=high)
TV, stretchedImage
```

Cheers,

David

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