Subject: Re: Problem displaying images on 8 bit monitor
Posted by mark on Tue, 10 Oct 2006 09:10:44 GMT
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Hi David,

Thanks for you responses yesterday but I still can't get the images
displayed properly. I'm sorry for insuating that IDL was at fault! :-)
I'm sure I'm not doing something right...

In response to your suggestions yesterday:
TV, bindgen(256) # bindgen(256) yields a strange looking image (as
expected)

TVSCL, bindgen(256) # bindgen(256) gives me an image of the type I've
been getting: a gradient consisting of narrow bands (or
tiles/contours). There are about 30 such distinct bands along the
gradient. I'm not sure if that number is significant. It would help if
I could send you a screen-dump or something to show you what I mean.

TV, bytscl(bindgen(256) # bindgen(256)) gives the same result as above
with the bands.

Byte scaling my own images doesn't change anything (they're already in
byte format).

So I'm still in the same situation...

David Fanning skrev:

> mark writes:
>
>> So, there is something not set up right in my IDL environment...
>> and I have no idea what it is...
>
> I rather doubt this. :-)
>
> Can you humor me? Try these commands:
>
>   IDL> Loadct, 0
>
> Is this what you are seeing:
>
>   IDL> TV, bindgen(256) # bindgen(256)
>
> What about this?
>

>   IDL> TVSCL, bindgen(256) # bindgen(256)
>
> What about if you scale your image before you display it:
>
>   IDL> TV, BytScl(image)
>
> Cheers,
>
> David
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming: http://www.dfanning.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")