
Subject: Re: Displaying slices using same scaling
Posted by [Yikes](#) on Fri, 23 Feb 2007 14:23:36 GMT
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Beautiful!!!!!! Thank you :D

On Feb 23, 1:44 pm, David Fanning <n...@dfanning.com> wrote:

> Paolo Grigis writes:
>> You can use the function "bytsc1" on the 3d array (as a whole)
>> and then display the single slices using "tv".
>
> Well, it is *slightly* more complicated than that.
> Find the minimum and maximum value of all the slices
> together, then use the MIN and MAX keywords to BYTSCL
> when you do the scaling. Then all your slices will
> be scaled to the same absolute scale.
>
> 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.")
