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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 "bytscl" 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 BYTSL  
> 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.")

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