Subject: Re: Displaying slices using same scaling
Posted by David Fanning on Fri, 23 Feb 2007 13:59:19 GMT

David Fanning writes:

> 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 BYTSCL
> when you do the scaling. Then all your slices will
> be scaled to the same absolute scale.

Uh, well, after re-reading Paolo's post, I guess this
amounts to the same thing. Next time, I'll try to get
the coffee ready first. :-)

Cheers,

David
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")