
Subject: Re: Displaying slices using same scaling
Posted by [David Fanning](#) on Fri, 23 Feb 2007 13:44:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

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.")
