
Subject: Re: problem with writing a 2D image .tiff
Posted by [Jeff N.](#) on Fri, 20 Apr 2007 15:09:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Try opening one of the tif or jpg files you created with your code in envi. Using the cursor location/value tool you can see the pixel values stored in the image. Are they what you expect? If they're all zero's, that's why your image is black. In your original code, what are you storing in the variable Nivel?
