
Subject: Re: Conversion floating point to byte or integer
Posted by [beardown911](#) on Thu, 11 Oct 2007 13:22:07 GMT
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On Oct 11, 3:05 am, Maarten <maarten.sn...@knmi.nl> wrote:

> On Oct 10, 11:32 pm, go cats <beardown...@gmail.com> wrote:

>

>> Hello Gurus,

>

>> I've been trying to write a code to correct imagery data. Original
>> imagery data format is byte format.

>> Steps for the processing includes reading the original data,
>> subtracting dark current, and multiplying calibration coefficients and
>> saving the results. The two values; dark current and calibration
>> coefficients are given by arrays with floating point format.

>> The code seems to work without any problem. But in the resulting
>> image saved in binary format, numbers higher than 255 store only
>> remnants of what is subtracted from 256. The reason I want to convert
>> to byte is to save some disk space. In the image saved as floating
>> point format pixel values look ok.

>> Could you give some advice what part of program I have to look at? and
>> what causes this problem?

>

> Why bother with dark-current correction and calibration, if you are

> destructing the data afterwards by scaling to byte again? I'd suggest

> to save as floating point in a format that supports internal

> compression (hdf4/hdf5), and play with the compression settings. You'll

> still end up with the minimal data set on disk, but you won't

> introduce artefacts.

>

> Maarten

Maarten,

Thank you for the idea. I will try it.

Kim