
Subject: Re: Conversion floating point to byte or integer

Posted by [Jean H.](#) on Wed, 10 Oct 2007 23:44:58 GMT

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go cats 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?
>
> Thank you in advance,
> Kim

So what do you want to do with values greater than 255?

You could do

1) compute your new image as a float,
2) scale everything down so ALL of your values are between 0 and 255 and
save the image
or 2) brightPixels = where(image gt 255)
image[brightPixels] = 255 and save the image

Jean
