
Subject: Re: Having trouble with code for data to image.
Posted by [mbweller](#) on Wed, 26 Nov 2008 22:10:01 GMT
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On Nov 26, 12:50 pm, David Fanning <n...@dfanning.com> wrote:

```
> mbwel...@gmail.com writes:
>> In trying to run:
>
>> erase
>> loadct, 10 ; or whatever you want - the Brewer tables would probably
>> be useful
>> location =3D [0.1,0.1,0.9,0.9]
>> tvimage, bytscl(image,top=3D250)+4, position=3Dlocation
>> plot, /noerase, /nodata, [0],[0], position=3Dlocation, xrange=3Dxrange,
>> yrange=3Dyrange
>
>> I get an error that I don't quite understand (probably my relative
>> inexperience)>
>> Is this a problem within TVImage, or something I failed to do
>> correctly?
>
> It looks to me like you don't have the Coyote library on
> your IDL path, since it looks like FSC_COLOR is not being
> found. (It is called from inside TVIMAGE on line 662.)
>
> I would download the entire library, and add it to your
> IDL path. Instructions for doing so can be found here:
>
> http://www.dfanning.com/documents/programs.html
>
> Note, too, that if you want to put axes around your image,
> it is quite easy to do it directly with TVIMAGE. You don't
> need to bother with the plot command. You could, for example,
> do this:
>
> tvimage, bytscl(image, top=250, position=location, /axes, $
>     xrange=xrange, yrange=yrange
>
> 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.")
```

WooHoo it worked! Thank you again, but of course I have just a couple

additional questions.

I'm using colorbar but the numerical values for each color are reported as 0's, even though it is displaying color variations.

```
code: Colorbar, Range=[Min(image), Max(image)], /vertical
where: Min(image) = 0
       Max(image)=0.1648
```

Why might they not be displaying the numerical values?

Is there any way to project the image in a spherical projection though idl? If not, no worries I can always slap the image into a graphical program to do it.

~Matt
