
Subject: Re: hist_2d question

Posted by [jeffnetles4870](#) on Tue, 16 Dec 2008 19:19:07 GMT

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On Dec 16, 12:49 pm, Chris <beaum...@ifa.hawaii.edu> wrote:

> On Dec 16, 3:45 am, "Jeff N." <jeffnetles4...@gmail.com> wrote:

>

>> Hi folks,

>

>> I'm working with 2d histograms for the first time, and have a question

>> the documentation doesn't seem to answer (or i missed it).

>

>> Is there a way to construct your bins such that you'll know how many

>> output DN your image has? I want to put a color table on my image,

>> and have been constructing color tables to match the number of output

>> DN, which is fine but i'm wondering if there's a way to ensure 256 DN

>> in the output. I'm sure the answer to this question is "make your

>> bins right", but i'm wondering if there's a straightforward way to

>> calculate how to do that.

>

>> Thanks for any help,

>> Jeff

>

> I don't know of any easy way to do this, but I assume you want the

> __peak__ number of counts in a bin to be 256 (the total number is just

> the number of datapoints you feed into the histogram call, unless you

> clip out the edges). Why not just use bytscl() to scale the result

> afterwards?

Hi Chris,

Thanks for getting back to me...one of my little issues was that i was using some code sent to me by someone else. I finally looked at their code and realized what i should've known from the start: they were applying a color table using a (1d) histogram of the 2d histogram, so all i need to do is make that histogram give me 256 bins, make a color table with a color for each bin in the histogram, and i should be all set (in theory of course!).

Thanks,

Jeff
