
Subject: Re: hist_2d question

Posted by [Chris\[6\]](#) on Tue, 16 Dec 2008 17:49:08 GMT

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On Dec 16, 3:45 am, "Jeff N." <jeffnettles4...@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 `bytsc1()` to scale the result
afterwards?
