
Subject: Re: FLOAT images instead of BYTE ones from IDL Object graphics ?
Posted by [David Fanning](#) on Thu, 22 Jan 2009 15:54:42 GMT
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Jean H. writes:

> It's all in the help file... a long 5.6 seconds search on window object!
>
> So, have a look at IDLgrWindow::Read , then IDLgrImage.data

Yeah, I don't think so. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
