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Subject: Re: FLOAT images instead of BYTE ones from IDL Object graphics ?

Posted by [Jean H.](#) on Thu, 22 Jan 2009 15:10:53 GMT

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Gianluca Li Causi wrote:

> Hi,  
> I'm working with 3D object rendering and I see that the oWindow ->  
> GetProperty, IMAGE\_DATA=Img always returns a BYTE-type image, while I  
> need a FLOAT-type one, not quantized in the 256 levels.  
>  
> How can I do?  
[...]  
>  
> Thanks a lot  
> Gianluca

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

Jean

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