
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
