Subject: Re: FLOAT images instead of BYTE ones from IDL Object graphics ?
Posted by David Fanning on Thu, 22 Jan 2009 14:59:20 GMT
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Gianluca Li Causi writes:

> 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?
>
> I need this because I always need a 0_to_255 grayscale image of a
> volumetric data, while, for any values of the Opacity, I cannot
> produce a final image with a maximum gray greater than 100 (in fact
> the final gray levels depends on both the volume data, the opacity and
> the number of elements of the volume array).
> If I scale up the final byte image I get a very bad image with
> quantized grayscale...
>
> Someone can help?

It seems to me you are confusing data *display* with the
actual data. The IMAGE_DATA keyword doesn't so much return
a BYTE-type image as it returns a true-color rendition
of what you displayed in the graphics window. What you displayed
is NOT your data, it is a representation of your data, and
that is exactly what you are getting back.

If you want to further manipulate your data, I think you
are going to have to go find the source. You will not find
it in a graphics window, I'm sure of that. :-)

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.")