Subject: Re: pixel value to x and y position
Posted by MichaelT on Thu, 30 Jul 2009 12:18:21 GMT

Hi,

I guess it depends on how you generate pixel_value. If you start counting at the bottom left corner and proceed right, your solution is correct. If the counting is done differently, you need to modify your equation(s).

Have you checked out the cursor procedure? Maybe this is something for you?

Michael