woods1 writes:

> I don't no how many bytes are in the image. The dimension of image is
> 36800x57600

Multiplying those two numbers together might give you
a ballpark figure. My guess is you would then have to
multiply that result by 2 or 4 to come up with the
actual number. But something in the range of 2-8 Gigabytes
would be my best guess.

That seems a little, uh, largish to put into a single
IDL variable. I'm guessing you don't have one of those nifty
machines with a 64-bit operating system and 100 GBytes of
RAM, probably. :-(

And where do you intend to display it? Have you rented
out the giant screen on Times Square? Have you given
any thought to the resolution of your display? What do
you suppose you would actually see if you *could* display
this image?

I know you are complaining about all the *processing*
that has to occur. But maybe it would be a good idea
to start with more *thinking* about the problem.

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.")