Posted by Hassan on Wed, 25 Nov 2009 12:02:47 GMT View Forum Message <> Reply to Message On Nov 23, 12:27 am, "Jeff N." < jeffnettles4...@gmail.com> wrote: > On Nov 22, 4:35 pm, Hassan <hkhav...@gmail.com> wrote: > >> I used the following code to display the image: >> image=read tiff(file) >> imagesize=[62,488,290] >> DEVICE, DECOMPOSED = 0 >> LOADCT, 38 >> WINDOW, 0, XSIZE = imageSize[1], YSIZE = imageSize[2] >> TV, Image(0,\*,\*), 0 >> but there are two problems: first it's displayed upside-down and >> second the way it shows the image is guite different with other >> softwares like ENVI, it's more like the image is shown in 256-color >> table or something like that. > > The upside-down part I can help you with at least. With ENVI the > pixel origin is in the upper left corner of the image. With IDL the > origin is the lower left corner. So add a reverse and you should be > ok: > > image = reverse(image,2) > put that aright after you call read tiff. > >

i used reverse but it didnt work the upside-down problem.

> of the problem, so i'll leave that to smarter folks than me:)

> As for how its displaying, i'm not sure i understand your description

Subject: Re: ENVI's codes