Subject: Re: 32 bits IMAGES
Posted by peter on Fri, 30 Aug 1996 07:00:00 GMT
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Mario Noyon (mnoyon) wrote:
: How can I precise (if I can do it) how many bits represent a pixel. Can I tell
: somewhere that a pixel is represnted by 8, 16, or 32 bits.
: I want to visualize indeed 32 bits images.

If they are 32 bit grayscale, then you need to map them to 8 bit, since that is all the grayscales that IDL (and probably your monitor) supports. BYTSCL is the appropriate command.

Depending on your platform, even 8 bits (256 levels) is optimistic, because you'll run out of colormap entries first. For displaying medical imagery, I normally use a 7 bit gamma corrected gray ramp as the first 128 entries in my color table, leaving the upper part of the table for highlight colors, etc. The gamma correction is essential for not losing the darker parts of the image. To window/level the image, the edges of the gray ramp are moved in and out. If you'd like a routine that implements this, drop me a line.

Peter