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Subject: Re: IDL 8.0 image() scaling

Posted by [chris\\_torrence@NOSPAM](mailto:chris_torrence@NOSPAM) on Tue, 08 Mar 2011 19:01:57 GMT

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On Mar 8, 9:32 am, Henry Throop <thr...@boulder.swri.edu> wrote:

> Let's say I've got a small 2D array, and I want to use IDL 8.0  
> graphics to display it, filling up the whole window. Certainly there  
> must be some simple way to do this, but I can't figure it out! I can  
> do  
>  
> IDL> im = image(dist(20))  
>  
> but this just puts the tiny image at the screen center, unscaled (one  
> pixel per pixel). I can then use  
>  
> IDL> im.scale, 20, 20  
>  
> to zoom it. Or I can use the mouse and grab the handles, but of course  
> I don't want to do that every time. In earlier versions I'd always use  
> rebin(), but it seems like IDL 8.0 *\*should\** do this properly by  
> itself. In fact, image() will automatically scale *\*down\** the image if  
> it's larger than the screen size; what I want is for it to also scale  
> *\*up\** the image when it's too small.  
>  
> How do I do this? None of the seemingly obvious combinations of /  
> INTERPOLATE, IMAGE\_DIMENSIONS, DIMENSIONS, etc. do it.  
>  
> Thanks,  
> -Henry

Hi Henry,

I think you could do the following:

```
p=plot(findgen(20),findgen(20),/nodata)
im=image(dist(20),/overplot)
```

Cheers,  
Chris  
ITTVIS