
Subject: IDL 8.0 image() scaling
Posted by [Henry Throop](#) on Tue, 08 Mar 2011 16:32:31 GMT
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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
