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Subject: Re: MIP from BMP Images  
Posted by [penteado](#) on Thu, 07 Jul 2011 17:12:18 GMT  
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On Jul 7, 12:15 pm, M R <manisha....@gmail.com> wrote:

- > 1. for the following command>IDL print, file
- >
- > the output contained the list of images being loaded. But I have
- > noticed that even though the images are stored in an ascending order
- > in the folder, the output is not so. Instead the output is
- > 0,1,10,100,101,102.....12,120,121,.....13,130,131 and so on.
- > Is this because the files are not being loaded in an ascending manner
- > or it's just the output that is not in an order?

The order you see in the file array is the order file\_search gave you. By default, it sorts alphabetically, to ensure a consistent result across platforms. If you use the nosort keyword to file\_search, they will be in whatever order the OS decides to use. If you want a particular order, then you probably will have to first sort the array in the order you want.

- >
- > 2. with >IDL help, image the output is
- >
- > image byte =array [3,2216,1254].
- >
- > (a). why is there a 3 in the first position?

The array image has whatever dimensions the image in the file had. In this case, it looks like the file is an RGB image with the first dimension being the channel, and each channel being 2216x1254.

- > The array should be
- > in the format of [2216, 1254, i] where i can be anything from 0-255.

This sentence makes no sense to me.

- > (b). is there anything that is causing the 'image' to change its
- > array format? I haven't declared 'image' as an array.

IDL does not even have variable declarations. read\_bmp is just giving you the image, with the dimensions it had in the file. If the file is a 24-bit RGB, then the result is color interleaved (color is the first dimension).

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