
Subject: Re: Loading Sorted Images into a 3D array

Posted by [Gray](#) on Fri, 22 Jul 2011 02:17:17 GMT

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On Jul 21, 12:57 pm, M R <manisha....@gmail.com> wrote:

> On Jul 21, 11:21 am, "Kenneth P. Bowman" <k-bow...@null.edu> wrote:

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>> In article

>> <4719e461-98c5-4792-851a-69e510229...@x10g2000vbl.googlegroup s.com >,

>> M R <manisha....@gmail.com> wrote:

>

>>> I have a stack of 55 png images (256 X 256, 24-bit each). I am

>>> creating a 3D array and would like to load the images in an ascending

>>> order. But this is not happening since IDL is loading them

>>> 1,10,101,.....2,20,201....and so on. How so I use the SORT command for

>>> loading them in an order?

>

>>> file=file_search('filepath*.bmp',COUNT=count)

>

>>> arm=bytarr(256,256,count,/nozero)

>

>>> for i=0,count-1 do begin

>

>>> image=read_image(file[i])

>

>>> arm[*,*,i] = image

>

>>> end

>>> end

>

>> I am sure this can be done in IDL, but it seems to me that

>> the simple solution is to rename your files ...001.png, ...002.png,

>> etc. That will probably make things easier in other ways also.

>

>> Ken Bowman

>

> It worked! Thank you!

Or, sort the numbers in a numerical format (like integers) instead of as strings.
