
Subject: Re: Probably a simple question, but I'm only a beginner with this IDL stuff :)
Posted by [davidf](#) on Sat, 27 Jan 2001 16:17:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

Chris Bull (cjbull@another.com) writes:

> I have read in an array from a file its an xyz image (three chanel pixel
> interleaved)
> however it is defined from the top row of the image rather than the bottom
> as IDL
> defines it... If it were a two dimensional array it would be easy to
> rotate/flip it
> however I cant work out how to flip it and all my pictures are coming out
> upside
> down :(
>
> Can someone please point me in the right direction on flipping it vertically
> :)

Whether the (0,0) pixel is in the lower-left corner
of the window, or the upper-left corner is a matter
of preference. The convention you choose to use is
set by the !Order system variable, which by default
is set to 0. To flip your image right side up, either
set !Order=1 or set the ORDER keyword to 1 on the
image display command:

```
IDL> TV, image, Order=1
```

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438 E-Mail: davidf@dfanning.com

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Probably a simple question, but I'm only a beginner with this IDL stuff :)
Posted by [Chris Bull](#) on Sat, 27 Jan 2001 16:33:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

Cheers, thanx :)

"David Fanning" <davidf@dfanning.com> wrote in message

news:MPG.14dca299c07ea5af989d41@news.frii.com...

> Chris Bull (cjbull@another.com) writes:
>
>> I have read in an array from a file its an xyz image (three chanel
pixel
>> interleaved)
>> however it is defined from the top row of the image rather than the
bottom
>> as IDL
>> defines it... If it were a two dimensional array it would be easy to
>> rotate/flip it
>> however I cant work out how to flip it and all my pictures are coming
out
>> upside
>> down :(
>>
>> Can someone please point me in the right direction on flipping it
vertically
>> :)
>
> Whether the (0,0) pixel is in the lower-left corner
> of the window, or the upper-left corner is a matter
> of preference. The convention you choose to use is
> set by the !Order system variable, which by default
> is set to 0. To flip your image right side up, either
> set !Order=1 or set the ORDER keyword to 1 on the
> image display command:
>
> IDL> TV, image, Order=1
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting
> Phone: 970-221-0438 E-Mail: davidf@dfanning.com
> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
> Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Probably a simple question, but I'm only a beginner with this IDL stuff
:)
Posted by [Jason P. Meyers](#) on Mon, 29 Jan 2001 17:10:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

David Fanning wrote:
>

>
> Whether the (0,0) pixel is in the lower-left corner
> of the window, or the upper-left corner is a matter
> of preference. The convention you choose to use is
> set by the !Order system variable, which by default
> is set to 0. To flip your image right side up, either
> set !Order=1 or set the ORDER keyword to 1 on the
> image display command:
>
> IDL> TV, image, Order=1
>
> Cheers,
>
> David

Here is yet another solution to your problem which may (or may not) be better suited for your specific situation. Instead of flipping the image when issuing the TV command, you can flip the 3-D (or any-D) array using IDL's REVERSE function.

For example, assuming Image is a 3-D array interleaved by bit (i.e. Image[RGB,Rows,Columns]) then the following statement will flip the rows:

```
Image = Reverse(Image,2)
```

The second argument (i.e. 2 in the above example) tells Reverse which index to reverse. The others remain unchanged.

Enjoy,
Jason Meyers
PhD Student, Center for Imaging Science
Rochester Institute of Technology
jpm7934@rit.edu
