Subject: Re: Image scale as 0 - 4096 instead of 0 - 255
Posted by David Fanning on Fri, 22 Mar 2002 21:30:02 GMT
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Akhila (idlfreak@yahoo.com) writes:

>   I can view the images in a window using IDLgrWindow command in object
> graphics or tvscl command in direct graphics. I have couple of simple
> questions on this.
>
>   1. The images obtained are in the scale of 0 - 255. I'd like to view
> these images on a 0 - 4096 scale. Can anybody tell me how to do that.
>   2. When i'm drawing these images in object graphics. I can draw
> images in only one window at a time. That is, even though i perform
> several modifications to the image like erosion or dilation only one
> stage can be seen. In other words i can't get many windows. I want to
> draw all the stages of image in seperate windows like what we can do
> in direct graphics using tvscl command and the location of a window.
> please suggest me a method to do this.

Have a look at ContrastZoom from my program library.
This shows you how 16-bit image data can be displayed
in multiple windows in object graphics.

  http://www.dfanning.com/contrastzoom.pro

Cheers,

David
--
David W. Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438, E-mail: david@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Image scale as 0 - 4096 instead of 0 - 255
Posted by idlfreak on Tue, 26 Mar 2002 17:29:09 GMT
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hi David,
  I looked at your program but u have drawn some different views in
one scene and displayed that in one window. Is that the only way we
can do it?

In direct graphics

tvscl, image
tvscl, image1

will draw two images in two windows. I want to do that but in object
graphics. Please tell me if that's possible.

Regards,
Akhila.

David Fanning <david@dfanning.com> wrote in message
news:<MPG.1705504470829d7f989846@news.frii.com>...
> Akhila (idlfreak@yahoo.com) writes:
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