Subject: Re: IDL 6.1 pixel size in Iimage
Posted by maarten on Thu, 25 Nov 2004 08:38:15 GMT
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Tony Lang wrote:
> Well, I must admit I'm a bit frustrated with the change in the way
> itools handle images in version 6.1. In 6.1 when displaying an image
> using Iimage it now appears so that 1 image pixel is 1 display pixel.
> So for example:
> d=bytscl(dist(5))
> iimage,d
> now yields this teeny weeny image, whereas in 6.0 it filled the entire
> viewport. For me that's a bit useless. Other than grabbing the image
> with the mouse and manually resizing it I have not been able to figure
> out how to scale the image at the command line. Any ideas out there?
>
> Tony Lang

I think
iimage,rebin(d,250,250,/s) should do the trick

Subject: Re: IDL 6.1 pixel size in Iimage
Posted by David Fanning on Thu, 25 Nov 2004 13:05:57 GMT
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maarten writes:

> I think
> iimage,rebin(d,250,250,/s) should do the trick

Of course, then you have to divide all the image
coordinates by 5, but you should probably be able
to do that in your head. :-)

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/

Subject: Re: IDL 6.1 pixel size in Iimage
Posted by hotpb on Mon, 29 Nov 2004 14:31:09 GMT
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Thanks for the replies all. I think rebin will get me most of the way there, but David's point is well taken. One of the main issues with using rebin is that it makes passing a two-dimensional array representing the x or y coordinates of the image grid difficult. For example, if I have a set of axis vaues for X and Y I'd get an error that the dimensions of X do not correspond to the image. I think I can get around that but I think it sort of defeats the purpose of the original syntax:

IIMAGE[, Image[, X, Y]]

Cheers,
T.L.

David Fanning <davidf@dfanning.com> wrote in message
news:<MPG.1c0f86a28d480a9a989887@news.frii.com>...
> maarten writes:
>
>
>> I think
>> iimage,rebin(d,250,250,/s) should do the trick
>
> Of course, then you have to divide all the image
> coordinates by 5, but you should probably be able
> to do that in your head. :-)
>
> Cheers,
>
> David

Subject: Re: IDL 6.1 pixel size in Iimage
Posted by plasmaman on Tue, 31 May 2005 17:53:45 GMT
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Instead of dragging the IIMAGE sizing tags try the following in the IIMAGE window:
1. Open the visualization browser =
    Window >> Visualization Browser...
2. Select Data Space from the menu =
    Window >> View_1 >> Visualization Layer >> Data Space

3. In the Data Space Window set "Isotropic Scaling" to Anisotropic.
4. Set the Anistropic 2D scale to 1

I have not come up with a reliable way to automate this process yet.
