Subject: Re: Displaying slices using same scaling
Posted by Paolo Grigis on Fri, 23 Feb 2007 13:00:44 GMT
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You can use the function "bytscl" on the 3d array (as a whole)
and then display the single slices using "tv".

Ciao,
Paolo

cakeo wrote:
> Hi everyone,
>
> I have a 3D array which is made up of different slices of 2D images
> all stacked up together. Each slices have different ranges of pixel
> intensity from each other.
>
> I want to display the slices in a window using the same scaling.
>
>> From the IDL help file, I know that I can display all the slices in
> the same window by looping the TVSCL or TV call. I dont want to use
> TVSCL because that results in my slices being scaled differently from
> each other and TV wouldnt display my images at all.
>
> Does anyone have any suggestion to my naive question please?
>
> Thank you..
>

Subject: Re: Displaying slices using same scaling
Posted by David Fanning on Fri, 23 Feb 2007 13:44:14 GMT
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Paolo Grigis writes:

> You can use the function "bytscl" on the 3d array (as a whole)
> and then display the single slices using "tv".

Well, it is *slightly* more complicated than that.
Find the minimum and maximum value of all the slices
together, then use the MIN and MAX keywords to BYTSCL
when you do the scaling. Then all your slices will
be scaled to the same absolute scale.

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Displaying slices using same scaling
Posted by David Fanning on Fri, 23 Feb 2007 13:59:19 GMT
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David Fanning writes:

> Paolo Grigis writes:
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>> You can use the function "bytscl" on the 3d array (as a whole)
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> Well, it is *slightly* more complicated than that.
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> together, then use the MIN and MAX keywords to BYTSCL
> when you do the scaling. Then all your slices will
> be scaled to the same absolute scale.

Uh, well, after re-reading Paolo's post, I guess this
amounts to the same thing. Next time, I'll try to get
the coffee ready first. :-)

Cheers,

David
--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Displaying slices using same scaling
Posted by Yikes on Fri, 23 Feb 2007 14:23:36 GMT
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Beautiful!!!!!! Thank you :D

On Feb 23, 1:44 pm, David Fanning <n...@dfanning.com> wrote:
> Paolo Grigis writes:
>> You can use the function "bytscl" on the 3d array (as a whole)

>> and then display the single slices using "tv".
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> Find the minimum and maximum value of all the slices
> together, then use the MIN and MAX keywords to BYTSCL
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> be scaled to the same absolute scale.
>
> Cheers,
>
> David
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:http://www.dfanning.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
