
Subject: Re: transform a floating point into byte or integer in envi

Posted by [d.poreh](#) on Wed, 24 Oct 2007 08:47:13 GMT

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Subject: Re: transform a floating point into byte or integer in envi

Posted by [Jean H.](#) on Wed, 24 Oct 2007 15:45:48 GMT

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Nuno Vilaiç wrote:

> dear all,

>

> i have some raster datasets created in arcmap that were later
> converted into tiff so that they could be read by envi, which doesn't
> happen since envi doesn't display correctly these images as they appear
> all in white. these images should have a grey scale of 0 to 1. other
> visualization software such as multispec or irfan view are capable of
> reading these images correctly.

> i have been told that i should either transform these images into byte
> with a scale from 0 - 200 or either to integer with a scale of 0 - 10
> 000, but i simply have no idea of how to do it... does anyone have a
> clue and can help me out?

> thank you!

>

> nuno

>

if you want it from 0 to 255 you can use the function bytscl()

Otherwise, it is fairly easy to do it manually.

So 0-> 0, 1-> 200 (or 10 000, whatever)

so your transformation equation would be $y = 200x + 0$

so you have your image between 0 and 1, simply do

ScaledImage = image * 200

But again, this is just a visualization problem and you can display it properly in Envi with little effort... open your image then use the "enhance" menu.

Jean
