
Subject: FLOAT images instead of BYTE ones from IDL Object graphics ?

Posted by [Gianluca Li Causi](#) on Thu, 22 Jan 2009 14:42:06 GMT

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Hi,

I'm working with 3D object rendering and I see that the oWindow ->

GetProperty, IMAGE_DATA=Img always returns a BYTE-type image, while I need a FLOAT-type one, not quantized in the 256 levels.

How can I do?

I need this because I always need a 0_to_255 grayscale image of a volumetric data, while, for any values of the Opacity, I cannot produce a final image with a maximum gray greater than 100 (in fact the final gray levels depends on both the volume data, the opacity and the number of elements of the volume array).

If I scale up the final byte image I get a very bad image with quantized grayscale...

Someone can help?

Thanks a lot

Gianluca
