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Subject: help with write\_gif - Image must be a byte matrix.

Posted by [g.nacarts](#) on Tue, 19 May 2015 14:21:34 GMT

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Hi I have a 3D array, Image=[time,dimension\_x,dimension\_y]

I wrote the following code

```
for i=0L,n-1 do begin
  im = reform(image[i,*,*])
  im = BYTSCL(im, max=200.)
  write_gif, im, file, /multiple
endfor
write_gif, file, /close
```

and I got this error: WRITE\_GIF: Image must be a byte matrix. I used the BYTSCL function to convert my array to byte matrix but seems I am doing something wrong. Can anyone help?

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Subject: Re: help with write\_gif - Image must be a byte matrix.

Posted by [David Fanning](#) on Tue, 19 May 2015 14:36:46 GMT

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g.nacarts@gmail.com writes:

> Hi I have a 3D array, Image=[time,dimension\_x,dimension\_y]

>

> I wrote the following code

>

> for i=0L,n-1 do begin

> im = reform(image[i,\*,\*])

> im = BYTSCL(im, max=200.)

> write\_gif, im, file, /multiple

> endfor

> write\_gif, file, /close

>

> and I got this error: WRITE\_GIF: Image must be a byte matrix. I used the BYTSCL function to convert my array to byte matrix but seems I am doing something wrong. Can anyone help?

Check the order of your arguments. You have them reversed, it looks like.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>  
Sepore ma de ni thue. ("Perhaps thou speakest truth.")

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Subject: Re: help with write\_gif - Image must be a byte matrix.  
Posted by [g.nacarts](#) on Tue, 19 May 2015 14:53:44 GMT  
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Sorry I can't see what you mean. Where exactly did I reverse my arguments?

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Subject: Re: help with write\_gif - Image must be a byte matrix.  
Posted by [Helder Marchetto](#) on Tue, 19 May 2015 14:59:39 GMT  
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On Tuesday, May 19, 2015 at 4:53:46 PM UTC+2, g.na...@gmail.com wrote:  
> Sorry I can't see what you mean. Where exactly did I reverse my arguments?

David means  
correct:  
WRITE\_GIF, Filename, Image  
wrong:  
WRITE\_GIF, Image, Filename

cheers, h

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Subject: Re: help with write\_gif - Image must be a byte matrix.  
Posted by [g.nacarts](#) on Tue, 19 May 2015 15:05:12 GMT  
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Ah ok. Thanks :)

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