
Subject: cgstretch.....

Posted by [Dete van Eeden](#) on Sat, 03 Oct 2015 19:03:12 GMT

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Hallo

I am trying to use cgstretch to do image thresholding.

For some reason my mouse keeps busy and I cant do anyhting.

What is IDL thinking about?? :-)

Subject: Re: cgstretch.....

Posted by [David Fanning](#) on Sun, 04 Oct 2015 01:21:10 GMT

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Dete van Eeden writes:

>

> Hallo

>

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>

> For some reason my mouse keeps busy and I cant do anything.

>

> What is IDL thinking about?? :-)

No idea. What kind of stretch? Does you image have any NaNs or other weird values?

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.")

Subject: Re: cgstretch.....

Posted by [Dete van Eeden](#) on Sun, 04 Oct 2015 08:08:17 GMT

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On Sunday, October 4, 2015 at 3:21:11 AM UTC+2, David Fanning wrote:

> Dete van Eeden writes:
>
>>
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The cgstretch command

Not at all?

Subject: Re: cgstretch.....

Posted by [David Fanning](#) on Sun, 04 Oct 2015 14:14:25 GMT

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Dete van Eeden writes:

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>
> The cgstretch command
>
> Not at all?

So, you are saying that nothing whatsoever happens when you type this
command?

cgStretch, cgDemoData(7)

I really don't know what could be wrong. Here are the steps I take to
solve problems with Coyote Library routines:

http://idlcoyote.com/code_tips/fixcoyoteprogram.php

Cheers,

David

--

David Fanning, Ph.D.

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