Subject: map_image in IDL
Posted by linda_peco on Wed, 13 Mar 1996 08:00:00 GMT
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I am trying to map an image to a map in IDL. I use map_set to establish the type of map I am creating, then I use map_image to create the image I will be using. The image is an integer array of the size (2048,1024). When map_image is used, the result is an array about half the size. Unfortunately, the image is no longer smooth. Is there any way to force map_image to give me an output array equal in size to my input array?

Any assistance would be appreciated.

Linda M. Peco
linda_peco@jhuapl.edu
Johns Hopkins University Applied Physics Laboratory

Subject: Re: map_image in IDL
Posted by Liam Gumley on Fri, 15 Mar 1996 08:00:00 GMT
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Linda M. Peco wrote:
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> the type of map I am creating, then I use map_image to create the image I
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> map_image is used, the result is an array about half the size.
> Unfortunately, the image is no longer smooth. Is there any way to force
> map_image to give me an output array equal in size to my input array?

Linda,

MAP_IMAGE is going to resize the image to fit the area defined by the map edges - there is no way around it. If the you don't like the way the image looks, then add the keywords (BILINEAR=1, COMPRESS=1): the image should look somewhat better. The only way to increase the size of the image produced by MAP_IMAGE is to use a bigger display window in the first place, before you run MAP_SET (Note that these comments apply only to video display devices with fixed pixel sizes. If you are using the Postscript device, then the MAP_IMAGE keyword SCALE may be useful).

Cheers,
Liam.