Subject: Re: 32bit signed integer problems
Posted by a2652099 on Tue, 14 Apr 1998 07:00:00 GMT

bprause@campra.phys.nd.edu (Burkhard Prause) wrote:

> Array then turns out to contain sheer noise. If I read the data file
> into a one dimesional vector, then extract 16 bit integers by reading
> every third and fourth byte into a 256x128x128 integer array, I can
> produce the "correct" image. So my data set is not garbage. However,
> by doing this I basically limit my contrast, because all values larger
> than 2^16 are read as 65536.
>
> Any suggestions what I may be doing wrong here?

Have a look at the BYTEORDER procedure.

        Alex

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Subject: Re: 32bit signed integer problems
Posted by wmc on Wed, 15 Apr 1998 07:00:00 GMT

In article 38A5@campra.phys.nd.edu, Burkhard Prause <bprause@campra.phys.nd.edu> writes:
> I try to read what I believe are 32 bit signed integer binary data
> files.
> Any suggestions what I may be doing wrong here?

Were they produced on the same machine that you're reading them on?
Ie do you have byteswap problems?

-W.

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Climate Modeller, British Antarctic Survey | Disclaimer: I speak for myself