DFUfptoimage/duf2im

int DFUfptoimage(int32 *hdim*, int32 *vdim*, float32 *max*, float32 *min*, float32 \**hscale*,float32 \**vscale*,float32 \**data*,uint8 \**palette*,char \**outfile*,int *ct\_method*,int32 *hres*,int32 *vres*,int *compress*)

|  |  |  |
| --- | --- | --- |
| hdim | IN: | Horizontal dimension of the input data |
| vdim | IN: | Vertical dimension of the input data |
| max | IN: | Maximum value of the input data |
| min | IN: | Minimum value of the input data |
| hscale | IN: | Horizontal scale of the input data (optional) |
| vscale | IN: | Vertical scale of the input data (optional) |
| data | IN: | Buffer containing the input data |
| palette | IN: | Pointer to the palette data |
| outfile | IN: | Name of the file the image data will be stored in |
| ct\_method | IN: | Color transformation method |
| hres | IN: | Horizontal resolution to be applied to the output image |
| vres | IN: | Vertical resolution to be applied to the output image |
| compress | IN: | Compression flag |
| Purpose | Converts floating point data to 8-bit raster image format and stores the converted image data in the specified file. | | |
| Return value | Returns SUCCEED (or 0) if successful and FAIL (or -1) otherwise. | | |
| Description | This routine is very similar to the utility fptohdf, which takes its input from one or more files, rather than from internal memory. Another difference is that this routine allows compression (run-length encoding), whereas fptohdf does not at present. | | |
|  | As this routine is meant to mimic many of the features of NCSA DataScope, much of the code has been taken directly from the DataScope source. | | |
|  | Valid values for *ct\_method* are: 1 (or EXPAND) for expansion and 2 (or INTERP) for interpolation. | | |
|  | Valid values for *compress* are: 0 for no compression and 1 for compression enabled. | | |
| FORTRAN | integer function duf2im(hdim, vdim, max, min, hscale, vscale, data, palette, outfile, ct\_method, hres, vres, compress) | | |
|  | integer hdim, vdim | | |
|  | real max, min, hscale, vscale, data | | |
|  | character\*(\*) palette, outfile | | |
|  | integer ctmethod, hres, vres, compress | | |