1 Program ftosh

1.1 Purpose

Convert float images to shorts.

1.2 Usage

ftosh [**options**] **image_files ...**
where the image_files are in the same format to3d accepts

1.3 Options

-prefix pname	pname = prefix for output files	Default pname = 'sh'
-suffix sname	sname = suffix for output files	Default sname = nothing at all
-start si	initial index number	Default si = 1
-step ss	index number increment	Default ss = 1

The output files will be named in the format:
'pname.index.sname'
where 'pname' and 'sname' are strings given by the first 2 options, and 'index' is a number, given by 'si+(i-1)*ss' for the i-th output file, for i=1,2,...

-nsize	Enforce the 'normal size' option, to make the output images 64x64, 128x128, or 256x256.
-scale sval	Scale factor for output (see below).
-base bval	Baseline value for output (see below).
-top tval	Used to set default value for sval (see below).

- 'sval' and 'bval' are numeric values; if sval is given, then the output images are formed by scaling the inputs by the formula:

  output=sval*(input-bval).

- Default sval is determined by finding:

  V = largest abs(input-bval) in all the input images, and then
  sval = tval / V.

- Default tval is 32000; note that tval is only used if sval is not given on the command line.

- Default bval is 0.