



Bugs: dmstat

Caveats

1. *dmstat* only works on images if they are 2-dimensional.
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Bugs


1. *dmstat* reads the null value defined for a column as an integer whether or not the image actually contains integer values.

For images (and probably for tables, as well), *dmstat* reads the null value defined for a column as an integer whether or not the image actually contains integer values. So as *dmstat* calculates its output, `null=0` behaves exactly like `null=0.9` and `null=1.1` behaves like `null=1.0`.

This means that if there are pixels inside of the region whose values actually are 0.0, they are added up with the null pixels outside of the region, in the case that if `null=0.0` or `null=0.9`; similarly for `null=1.0`. This inflates the null count returned by *dmstat*.

Workaround:

Using `null=NaN` should give good results. Technically, NaN is the "only" value that should be used for floating point images (or columns). Using any other null value with a floating point image is advised against since that value might already be represented in the image.

2. **TNULL values of 0 don't work.**  (07 Mar 2008)

dmstat assumes that `TNULL != 0` means that there is a NULL value; 0 means there is no TNULL. This breaks when the actual TNULL value is 0.

Bugs: dmstat – CIAO 3.4