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Subject: Re: Any way to remove an OPLOT from an image?  
Posted by [Liam Gumley](#) on Wed, 01 Sep 1999 07:00:00 GMT  
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nicholas wrote:

> I am searching for a way to remove an oplot from an image, without  
> redrawing the image (it is an image overlaid onto a map projection).  
> Currently I am using the XOR graphics function and redrawing the oplot  
> to remove it, but this method looks bad. I would use a pixmap but the  
> draw window is 950 x 700 and the oplot could be anywhere so I don't  
> want to suffer a performance hit drawing such a large image. BTW, I am  
> running VMS :(

I'm guessing you want to be able to press a button and have the OPLOT overlay disappear, which also probably means you'd like to press another button and have it re-appear. Here's what I'd do:

- (1) Create one visible window and two pixmap windows, all of the same size.
- (2) Render the image into the first pixmap window.
- (3) Copy the contents of the first pixmap window into the second pixmap window using DEVICE, COPY=[...].
- (4) Render the OPLOT and any other graphics overlays into the second pixmap window.
- (5) Copy the first or second pixmap window (without or with graphics overlays) to the visible window using DEVICE, COPY=[...], depending on whether or not you want overlays.
- (5) When you switch from overlays to no overlays, or vice versa, use DEVICE, COPY=[...] to copy from the appropriate pixmap window to the visible window.

99% of the overhead in this process is in steps (2) and (4). For this application, the copy operations will happen in the blink of an eye. I am confident this technique will work much better than the XOR graphics approach.

Cheers,  
Liam.

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