Subject: Re: Direct or object graphics
Posted by davidf on Sun, 12 Sep 1999 07:00:00 GMT

Brian Nagy (lazzar@gte.net) writes:

> I'm in the process of creating a program to display an array of data as
> an image. I would like it to work in much the same way as a paint
> program like Photoshop. When the user selects the file to open, the
> image will be scaled inside of a window. As the user resizes the window
> the image will stay the same size, but centered in the window with some
> sort of fill around it to differentiate it from the background space.
> The user will also have the option to zoom in and out on the image
> causing it to fill more of the window or less of the window. My
> question is, would it be better to do this in direct or object graphics
> mode? The image will not be 3D. I am looking to optimize speed and
> also allow the user to have as much control over the image as possible
> (things like drawing and extracting a region of interest). This whole
> application will be contained inside of a Visual Basic framework using
> ActiveX to communicate back and forth.

If it were me, I'd do it in direct graphics. The only
things that really seems to scream "object graphics" to
me are those things that require a 3D representation.

Cheers,

David

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