
Subject: Re: IDLgrModel::Scale

Posted by [davidf](#) on Wed, 26 Jul 2000 07:00:00 GMT

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Mark Guagenti (guagenti@foodsci.purdue.edu) writes:

> I guess the best way to describe my problem is that I need to be able to scale
> the image data itself, but I also need to scale the other graphic atoms that are
> in a model object. So that's why I was wondering how the IDLgrModel::Scale
> method works because I thought the best approach would to be scale all the atoms
> in the model with the IDLgrModel::Scale and then scale the image data with
> congrid. Where I run into a problem is that if I do oModel->Scale, 1.2, 1.2, 1
> I can't go and do Congrid(imgData, imgsizeX*1.2, imgsizeY*1.2) on the image data
> and get the same proportions. Does any one have an idea that might help?

I think you might be confusing the *visualization* of the data with the data itself. Congrid, of course, will change the actual dimensions of the image itself. Scale will effect how the image (independent of its actual size) will be viewed in the arbitrary coordinate system established by the viewplane rectangle.

Although we often think of resizing the image when we display it in direct graphics, this is completely unnecessary in object graphics. In the latter system all the details are done for us simply by the way we place the image into the viewplane rectangle (and by the way the viewplane rectangle is mapped into the destination object).

Here is another case where it is best to forget everything you ever learned about direct graphics if you are going to successfully work with object graphics. :-)

Cheers,

David

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