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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