Subject: Re: IDLgrModel::Scale
Posted by Mark Guagenti on Tue, 25 Jul 2000 07:00:00 GMT
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Hello All,
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?

Thanks in advance,
Mark

Rick Towler wrote:

> Hi Mark,
>
> There will undoubtedly be a far better answer to your post but I might
> be able to get you thinking.
>
>> I can't seem to figure out how the IDLgrModel::Scale method works. When I
>> scale a model that only contains a 2D image by doing the following:
>>
>> oModel->Scale, 1.2, 1.2, 1
>
> You seem to be using it correctly. :)
>
> The difference is that in object graphics your scaling doesn't actually
> change the objects data. Your second approach (using congrid)operates
> on the image data itself and "scaling" the image smaller will result in
> lost data.
>
> -Rick
>
> Mark Guagenti wrote:
>>
>> Hello,
>> I can't seem to figure out how the IDLgrModel::Scale method works. When I
>> scale a model that only contains a 2D image by doing the following:
>>
>> oModel->Scale, 1.2, 1.2, 1
>>
>> what would the equivalent of doing it with the congrid function? Wouldn't
>> it be:

>>
>> imgData = Congrid(imgData, imgsizeX*1.2, imgsizeY*1.2
>>
>> I guess I really don't understand how the scale method works. Any
>> enlightenment would be very appreciated.
>>
>> Thanks,
>> Mark
>>
>> -- Mark
>>
>> Grace and peace to you from God our Father and the Lord Jesus Christ.
>> 1 Cor. 1:3
