
Subject: Re: IDLgrModel::Scale

Posted by [Rick Towler](#) on Mon, 24 Jul 2000 07:00:00 GMT

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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
