
Subject: Re: opening and display large file
Posted by [Craig Markwardt](#) on Wed, 30 Aug 2000 07:00:00 GMT
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Sylvain Carette <sylvainc@total.net> writes:

- > The only other difference is that instead of extracting a subset, I used
- > congrid to resample a lightweight display grid. Even though, nothing on tv
- > and a small portion with slide_image which disappear immediately as soon I
- > move a scroll bar (retain=0; retain 1 & 2 just make windows crash)...
- > So this mean that 4800 x 6000 is too big for those two function? I still
- > dont understand why it would be so big since according to the doc, you
- > should be able to open a file as long you have enough memory and I have
- > 250mb which should be enough for one gtopo tile no?

An image of 4800 x 6000 is getting pretty big. A test on my machine (Solaris) has brought it to its knees. At the rendering stage with SLIDE_IMAGE, it hung for a few minutes. I believe this is because the entire image must be loaded into the window manager memory. However IDL itself was able manipulate the arrays pretty easily (RAM=256mb).

The difference between taking a subset and using CONGRID could be large. However I had no problem using it to downsample a 4800x6000 array. That's strange.

If you can't get away with looking at small tiles, then you may be able to modify SLIDE_IMAGE. You'll have to study up on widgets, find out about VIEWPORT_EVENTS, and then make an event handler that re-renders the exposed portions when you scroll. Either that or make a simple widget with directional buttons like mapquest.com, and render your tiles like that.

- > Give me an open file to work with, and I know what to do after. I sell my
- > piano to buy IDL naively thinking that it was handling large file (well,
- > RSI claim they have "industrial strenght" tool to handle very large stuff).
- > Where are those functionality?
- > Do I need to write my own image manager? Should I have buy ErMapper instead?

Your demands place you in the 0.1% group. The other 99.9% people don't need the features. IDL itself is pretty general purpose. I believe that ENVI is designed to do exactly what you want.

If you want industrial strength professional tools to work on industrial sized images doing industrial tasks, and you *aren't* willing to pay industrial prices, well what can I say?

Craig

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