Subject: Re: opening and display large file
Posted by Sylvain Carette on Wed, 30 Aug 2000 07:00:00 GMT
View Forum Message <> Reply to Message

<!doctype html public "-//w3c//dtd html 4.0 transitional//en">
<html>
<tt></tt> <tt></tt>
<p><tt>"r.bauer" wrote:</tt>
<blockquote TYPE=CITE><tt>Sylvain Carette wrote:</tt>

<tt>></tt>

<tt>> Hi</tt>

<tt>> How do you manage to display very large images? What is the options?</tt>

<tt>> From the manual, it seem that using "assoc" is a winner but maybe
with</tt>

<tt>> one little example it would be more clear how can this be (It
seem to</tt>

<tt>> me that it is an important aspect of programming with IDL since
most</tt>

<tt>> of the time you'll deal with larger than memory files).</tt>

<tt>> Even with assoc, dont you still have to copy from the file to
an array</tt>

<tt>> before display?</tt>

<tt>> I dont decipher exactly why and when to use readu or read_binary,
the</tt>

<tt>> file pointer, assoc or writing to an offscreen buffer.</tt>

<tt>></tt>

<tt>> I tried to open and display a GTOPO30 tile (4800 x 6000 int).
tv could</tt>

<tt>> not display it - froze. I tried "slide_image" but it didnt scroll
with</tt>

<tt>> "retain=1" while "retain=2" and "retain=3" result in windows
error and</tt>

<tt>> crash.</tt>

<tt>></tt>

<tt>> Since most of my data fall in the 30mb to 610 mb range, I need</tt>

<tt>> absolutely to open and display very large file. What is available?</tt>

<tt>> Pointers, sample code, library, ideas, etc, I'm listening....
Just</tt>

<tt>> knowing that it have to be handled on your own or that IDL provide</tt>

<tt>> facility (that they forgot to explain in the manual) to deal
with this</tt>

<tt>> will already be invaluable</tt>

<tt>></tt>

<tt>> Thanks</tt>

<tt>></tt>

<tt>> Sylvain Carette</tt>

<tt>> VRML designer-composer</tt>

<tt>></tt><tt></tt>

<p><tt>Hi Sylvain,</tt><tt></tt>
<p><tt>Instead of OPEN / CLOSE you can use ASSOC too.</tt><tt></tt>
<p><tt>The idea is to display portions of the large image in a loop.</tt>

<tt>e.g. 480x600</tt><tt></tt>
<p><tt>I hope this helps a bit.</tt><tt></tt>
<p><tt>Reimar</tt>

<tt></tt> </blockquote>
<tt>Thanks for all your answer everybody</tt>

<tt>I hope this could help but I know this online help exemple since
I've pass more than a week trying to decipher it. Of course, giving exemple
with 512 x 512 images that have nothing to do with the usual size you'll
find in the remote sensing, astronomy and medical field doesnt really help.
I wont say what I think of the documentation just to stay polite... The
best way to learn a langage is trough looking at sample code as long that
sample code present some real life problem solving. How about handling
a 24,000 x 48,000 avhrr mosaic with more than 3 channels plus surface (GTOPO30
merged with USGS dem) plus vector "drapping"(vmap)(retesselating the surface
with constrain) to export in segmented multi-scale vrml IndexedFaceSet
- that's the real life job I have to do.</tt><tt></tt>
<p><tt>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?</tt>

<tt>Do I need to write my own image manager? Should I have buy ErMapper
instead?</tt>

<tt>Here I dont have much clue; opening the file in a kind of ram disk?
Along IDL procedure and functions, which one should be used to implement
this?</tt>

<tt>So please anybody, any cue especially pointer to sample code that
does a little something signifiant will be tremendiously appreciated.</tt><tt></tt>
<p><tt>I still need help to understand why my usgs dem code doest work
- see other post; why a statement which execute fine from the console,
doest work anymore inside a loop? I know, its me but where?</tt><tt></tt>
<p><tt>Sylvain Carette</tt>

<tt>VRML designer-composer</tt>

<tt></tt>
<blockquote TYPE=CITE><tt></tt>

<tt>The online help says.</tt><tt></tt>
<p><tt>Syntax</tt><tt></tt>
<p><tt>Result = ASSOC(Unit, Array_Structure [, Offset] [, /PACKED])</tt><tt></tt>
<p><tt>Example</tt><tt></tt>
<p><tt>Suppose that the file images.dat holds 5 images as 256-element by</tt>

<tt>256-element arrays of bytes. Open the file for reading and create
an</tt>

<tt>associated variable by entering:</tt><tt></tt>
<p><tt>OPENR, 1, 'images.dat' ;Open the file as file unit 1.</tt><tt></tt>
<p><tt>A = ASSOC(1, BYTARR(256, 256)) ;Make an associated variable.</tt></blockquote>
<tt></tt></html>