Subject: Re: Object graphic and direct graphics
Posted by Thomas Launey on Wed, 22 Nov 2000 01:00:14 GMT
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Hello,
Thanks for testing the program. I did more testing and it does not seem
to be related to the screen resolution setting... More about this later.
By the way, since it seems that this problem and several others have been
fixed in new IDL version, I am gradually coming to the idea of updating
(5.2 ->5.4). However, several post in this group concerning stability,
new bugs, licensing problems... make me wonder if its really worth the
the paperworks I will have to do for this.
Anyone willing to share his/her experience about updating?
cheers

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>> I am using object graphics in a Direct graphic program because I need the
>> alpha channel for some fancy image manupulation. Basically, I grab
>> (TVRD(true=3)) the image from a direct graphic window, put it in an
>> IDLgrImage, do some processing, draw it in a IDLgrBuffer, grab it from
>> the buffer and TV it to the Direct graphic (Widget_draw). It work fine
>> for most images but I recently discovered that some particular image
>> dimensions induce a shift of the image (vertical and/or horizontal).
>> For me, image dimensions that are roughly multiples of 15 produce the
>> problem.I wonder if there is a rational explanation for this behavior and
>> if this can be reproduced on different system, with different IDL
>> version.
>> I am using 5.2 on Win95.
>
> Whatever this problem is, it appears to have disappeared
> in IDL 5.3.1 on WinNT 4.0. The program appears to work
> normally. :-)
>
> Cheers,
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> David
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