
Subject: Re: Object graphic and direct graphics
Posted by [davidf](#) on Tue, 21 Nov 2000 08:00:00 GMT
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Rikagaku (t_launey@brain.riken.go.jp) writes:

> I am using object graphics in a Direct graphic program because I need the
> alpha channel for some fancy image manipulation. 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,

David

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