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Subject: Re: Rotating a Pixmap?

Posted by [efrans](#) on Wed, 13 Dec 2000 18:31:29 GMT

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Ben Tupper <[btupper@bigelow.org](mailto:btupper@bigelow.org)> replied:

>

>

> efrans@my-deja.com wrote:

>>

>> I have copied an image from a window into a pixmap. Now I'd like to

>> rotate the pixmap before I copy it into a different window. How is  
this

>> done?

>>

>

> Hello,

>

> I think that you will need to take a snapshot of the pixmap (or the  
> original window), storing it into an array, using TVRD(). Then you  
can

> fiddle with the orientation of the image before redisplaying it else  
> where.

Thanks Ben. Initially I was planning on using TVRD() instead of a  
pixmap, but I got fed up because I couldn't get the \*color\* image to  
display correctly after the rotation. After consulting the ever useful  
David Fanning site, I found the section "What Can Be Done?" on the  
"Strange TVRD Results":

[http://www.dfanning.com/tips/strange\\_tvrd.html](http://www.dfanning.com/tips/strange_tvrd.html)

My problem was that I followed the golden rule of setting DEVICE,  
DECOMPOSED=0, but I forgot to set DEVICE, DECOMPOSED=1 before displaying  
the rotated color image!

Here is an example:

PRO tvcolor

```
image = BYTARR(256,256)
image[*,*] = INDGEN(256,256)
```

```
WINDOW, 0, XSIZE=256, YSIZE=256
DEVICE, DECOMPOSED=0
LOADCT, 33
TV, image
```

```
image2 = TVRD(TRUE=1)
```

```
; rotate 90 degrees ccw
FOR i=0,2 DO image2[i,*,*] = ROTATE(REFORM(image2[i,*,*]),1)
WINDOW, 1, XSIZE=256, YSIZE=256
DEVICE, DECOMPOSED=1 ; <--- the key
TV, image2, TRUE=1
```

END

- Eric Frans

Sent via Deja.com  
<http://www.deja.com/>

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