
Subject: True Color Image Manipulation

Posted by [Don J Lindler](#) on Mon, 02 Apr 2001 14:18:50 GMT

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Does anyone know a way to create a true color image using object graphics such that the three color planes can be manipulated independently (translation, scaling, and, rotation in 2 dimensions). In other words, I need each color (red, green, and blue images) in different IDLgrModel objects.

I was able to use IDLgrImage objects with the channel set ('ff0000'x for red, '00ff00'x for green, and '0000ff',x for blue). These IDLgrImage objects were added to three separate model objects. I was able to translate and scale each model separately but not rotate them. Rotation in 2 dimensions does not work properly for a IDLgrImage object. Also this approach has the problem that I need to supply all three color images to each IDLgrImage object even though I am only using one of them.

I contacted RSI support and they first suggested using an IDLgrPolygon object with the Texture maps set to the images. This allows rotation in all three dimensions but did not work. The channel property of the IDLgrImage was ignored when used as a texture map and it did not solve the problem of supplying three images to each IDLgrImage object.

I contacted RSI again and they suggested using a single IDLgrImage object and performing the image rotations manually with the ROT function and reloading the images into the IDLgrImage object with setproperty. This works but was 50% slower than just using direct graphics instead of object graphics.

I would appreciate any suggestions or solutions.

Thanks,
Don
