Subject: Re: Plot into an array
Posted by Richard French on Wed, 04 Jul 2001 00:13:43 GMT
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Dennis Boccippio wrote:
>
>>
>>> does somebody know, how I can plot a function into an array, not into a
>>> window? Or can I get the array of the image of a window for saving as a jpeg
>>> or gif?
>>
>> Write into a pixmap window (a window in memory):
>>
>> Window, /Pixmap, /Free
>> Plot, myfunction
>> array = TVRD() ; or TVRD(True=1) on 24-bit display
>>
>
**** I have tried doing this over my cable modem, and it takes bloody
forever
to do TVRD() for a large pixmap over the internet to my remote
workstation.
Another problem is that the maximum memory size for a pixmap is limited
by
the video monitor, NOT by the RAM on the computer itself, as I
understand. Both
of these have really hobbled me for my particular application.

> IIRC, David's suggestion below of using the Z buffer is more efficient
> (don't know why) and greatly reduced the bottleneck, though I could be
> wrong...
>
>> Or, write into the Z-graphic buffer, if you want
>> to be assured of having a 2D array:
>>
>> thisDevice = !D.Name
>> Set_Plot, 'Z'
>> Plot, myfunction
>> array = TVRD()
>> Set_Plot, thisDevice
>>

**** I have not tried this yet, but am I correct in thinking that a Z
buffer is part
of RAM, and not part of the memory of the display? If so, then I could
avoid all
the network traffic involved in TVRD() from a pixmap, and that would be
ideal.

I'll give it a try next time I have a chance, but I thought someone might know the
answer to this - is Z buffer memory attached to the computer (I hope so!), or to
the monitor?

Dick French
