Subject: Passing Image Data :)
Posted by Logan Lindquist on Fri, 19 Oct 2001 19:43:08 GMT
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<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN"> <HTML><HEAD> <META http-equiv=Content-Type content="text/html; charset=iso-8859-1"> <META content="MSHTML 6.00.2600.0" name=GENERATOR> <STYLE></STYLE> </HEAD> <BODY bgColor=#ffffff> <DIV>Since everyone was so helpful last time, I figured I'd give this another shot. I read in the [Mr. Fanning's IDL PT 1st ed.] that it is better to use Struct's (info = {imageData:imageData}) to pass common program information between pro/functions rather than the IDL 'common' keyword. Well I am having problems doing that. I would like to make it so it doesn't matter what type[2, 3, or 4 dimensional] of image I pass between pro/functions. I might try making a image data variable for each type, but that seems redundant. My original thinking was to make a dummy ByteArr and then resize it, if need be, but that didn't work. </DIV> <DIV> </DIV> <DIV>I tried several different variable initializations, even making it so that it was the same as the returned image and it still gives me an error saying that the expressions are not the same. I think I am just going to rewrite it so that the image data is passed using the common keyword. Does the common keyword make a pointer? Do I have to release this from memory, or does IDL handle that? Now that I think of it, that might be better, cause it would be faster if I could just create one instance of the image data in memory rather than copying and pasting it between parts of the program. So I guess what the question really is, What is the quickest [best] way to pass image data of varying dimensions between program components? </DIV> <DIV> </DIV> <DIV>Thanks Very Much,</DIV> <DIV>Logan Lindquist</DIV></BODY></HTML>