Subject: Re: pixmap drawables in Object Graphics?
Posted by Martin Downing on Wed, 19 Dec 2001 22:43:09 GMT

"Karl Schultz" <karl_schultz@yahoo.com> wrote in message
news:e415b359.0112180805.6069b9ce@posting.google.com...
> "Martin Downing" <martin.downing@ntlworld.com> wrote in message
news:<82wT7.22741$4e3.3004657@news6-win.server.ntlworld.com>...
>> Hi all,
>>
> It sounds like you want to do off-screen rendering and then perform
> image analysis on the result. Use IDLgrBuffer as the destination
> graphics object (instead of an IDLgrWindow). Fish the pixels back out
> with the IDLgrBuffer::Read method, which puts the pixels in an
> IDLgrImage object. You can then get the pixels out of the IDLgrImage
> object for analysis. All this can happen without drawing anything to
> the screen.
>
> Something like:
>
> oBuffer = obj_new('IDLgrBuffer')
> oBuffer->Draw, oView
> oImage = oBuffer->Read()
> oImage->GetProperty, DATA=imageData
>
> What happens under the covers is that IDL renders your scene into a
> completely device-independent off-screen frame buffer, using a
> software renderer.
>
> Karl

Thanks, however although it sounds logical I tried comparisons of readinng
back from windows and buffer drawables today, and the window method was
faster!

Martin