Subject: Re: pixmap drawables in Object Graphics?
Posted by Martin Downing on Tue, 18 Dec 2001 11:57:48 GMT

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"David Fanning" <david@dfanning.com> wrote in message
news:MPG.168841b7b95a011b9897af@news.frii.com...
>> into an image buffer using say tvrd(), do some image processing to get a
>> goodness of fit quantity and repeat until a sufficient fit is found.
>
> Well, I don't think you are going to be doing
> any TVRDing in object graphics windows. :-)
>
> The TVRD equivalent in object graphics is probably
> the READ method on a window object, but that returns
> an image object (with 24-bit image data). Not the sort
> of thing you will be doing a lot of image processing
> on, probably.

Hi David,

Its a while since I've been in the depths of my few object graphics
programs, and I had forgotten about the window object :(
So that's right, what I am thinking of is

- Create object,model, view and Graphics window
- do transformations
- Render (draw) in the object window
- then read back to an image:

oImage = oWindow->Read()
oImage->GetProperty, data=imtc
IDL> help, imtc
IMTC BYTE = Array[3, 950, 950]

This is certainly usable, ok its true color, but for what I'm interested in
is a binary rendering of the object which is quite easy to produce:

im = imtc[0,*,*] gt 0

>> can gather, pixmaps are not implemented in object graphics.
>
> The IDLgrBuffer object is the object graphics equivalent
> of a pixmap. But, again, this is no 2D graphics window of
> the sort you seem to expect. *Everything* in object graphics
> is 3D. The object graphics system *is* a 3D system. That is
> the point of it.

Ah ha - IDLgrBuffer - this is *exactly* what I want! Thanks. Erm - I *do*

understand about 3d graphics tho, thats why I am doing this application ;),
still if your working on a system that renders into 3D aka CP3O put me down
for one!!!

>> seems like overkill.
>
> I'm not sure I understand this statement. Object graphics.....

I'm not surprised, not sure I do, but you answered my question anyway!

> Here, it might make sense to have overlapping widget hierarchies
> with both object and normal draw widgets mapped into the same
> real estate in your GUI. Then, depending upon what you wish
> to display, you can choose one window or the other.

Oh boy, now I'm lost too!

Thanks David, I'm now on my way. Now I need to get to grips with ViewGroup
objects so I can render multiple views, any simple examples out there?

Martin