Subject: Matrix Stretching Problem
Posted by Kay Behnke on Fri, 07 Oct 1994 09:40:30 GMT
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Hi there,

I have a problem of displaying the content of a matrix with values between 0 and 1 in a drawing widget. The problem is not the display itself, but the fact that the size of the matrix (msize x msize) and the size of the drawing area (dsize x dsize) are different (dsize > msize) and that I would like to use the whole drawing area for this output.

What I am doing at the moment is the following:

First, let's assume that the size of the drawing area is strFactor larger than the size of the matrix. So, I allocate a matrix of dsize x dsize and copy each value of the original matrix strFactor x strFactor times into the new allocated matrix (actually the procedure copies the original value to a square of size strFactor to the new matrix).

```
          xxxyyyzzz
          xxxyyyzzz
          xxxyyyzzz
xyz         aaabbbccc
abc   ->    aaabbbccc      (to illustrate it ...)
def         aaabbbccc
          dddeeefff
          dddeeefff
          dddeeefff
```

That this procedure takes some time (for a drawing area of 600 x 600 pixels and a matrix of 100 x 100) is easy to imagine, I think.

So my question is, whether YOU know of any features which would improve this procedure and would make it faster.

Thanks for any suggestions,

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