
Subject: Re: PPM image from IDLgrBuffer: top-bottom order
Posted by [David Fanning](#) on Thu, 25 Apr 2002 03:09:01 GMT
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Sean Dettrick (dettrick@uci.edu) writes:

```
> I'm trying to draw my view object to a PPM image file,  
> so that I can then do FLIC animation via ppm2fli.  
>  
> In direct graphics it's easy to do this with:  
>     wset>window_number  
>     image = tvrd(true=1,/order)  
>     write_ppm,'name.ppm',image  
> where top-bottom order is reversed to give an upside-up  
> PPM image.  
>  
> In object graphics, I am stumped again.  
>  
> 2) take image data direct from buffer object:  
>  
>     buffer=Obj_New('IDLgrBuffer',graphics_tree=thisView,$  
>         dimensi=[400,400])  
>     buffer -> Draw  
>     buffer -> GetProperty, image_data=image_dat  
>     write_ppm,'name.ppm',image_dat  
>  
> By the way, there doesn't seem to be an option in ppm2fli  
> to automatically flip the input images.  
>  
> Any advice greatly appreciated!
```

I'd use the REVERSE function like this:

2) take image data direct from buffer object:

```
buffer=Obj_New('IDLgrBuffer',graphics_tree=thisView,$  
    dimensi=[400,400])  
buffer -> Draw  
buffer -> GetProperty, image_data=image_dat  
write_ppm,'name.ppm', Reverse(image_dat,3)
```

Cheers,

David

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