
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 Detrick (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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