Subject: max dimension in IdgrBuffer
Posted by medeiros1 on Fri, 14 Mar 2003 17:14:43 GMT

Please help!
 I am trying to increase the size of my buffer for OG applications (I
wanted a screen dump to a higher resolution memory buffer), by
fiddling with the Idlgrrrrrrrrrbuffer object, but on a linux machine
and on a windows machine, I can't get past the 1600x1200 limit. Can
anyone help?
 thanks very much for your time,
gilberto

this is the code:
mybuffer=obj_new('IdlgrBuffer',
RESOLUTION=[8.466666667e-3,8.466666667e-3], DIMENSIONS=[2000,1500])
   ; Create view.
   oView = OBJ_NEW('IDLgrView', PROJECTION=2, EYE=2,
ZCLIP=[1.4,-1.4],$
            VIEWPLANE_RECT=myview, COLOR=[10,10,10])
;;; creating the 3D image
.....

;;; screen dump to the buffer

myBuffer->draw, oView
myImage=myBuffer->Read()
myImage->GetProperty, DATA=image

;; writing to a file
write_tiff, 'c:\temp\test2.tif', image