
Subject: Re: 8 to 24 bit conversion

Posted by [David Fanning](#) on Wed, 10 Nov 2004 14:10:02 GMT

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Ken Mankoff writes:

> From what I understand, its also not much use if I am using the
> MAP_SET, MAP_*, routines, which is what this project is about. So I
> am stuck in direct graphics. (Also, I don't have 6.1 w/ iMap).

Well, the MAP_PROJ_*** routines are quite good and
can be used with either direct or object graphics.

And of course you get a much more complete set of
map projections and options when you use them. I
think I agree with you, though, that map projections
don't gain much when done in object graphics.

> I think this is the approach I'll take. Some nice objects dealing
> with my map and data that do direct graphics Z-buffer calls.

Well, yes, objects here are certain to make your
life a lot easier. But the Z-buffer. That's pretty
1970s, isn't it. :-)

Cheers,

David

P.S. Have you written your nice letter to RSI pleading
for nice fonts in direct graphics yet? That would certainly
save us from all this rigamarole, wouldn't it. :-)

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