
Subject: Re: 8 to 24 bit conversion

Posted by [KM](#) on Wed, 10 Nov 2004 13:45:06 GMT

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On Wed, 10 Nov 2004, David Fanning wrote:

> Robert Barnett writes:

>> I've only just started to get to know the IDLgr* classes.

>> IDLgrBuffer is probably the best solution. However, it's not much

>> use if you've already written your code using tvscl, plot etc...

>> Or I could just recode my project as an exercise.

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 grahics. (Also, I don't have 6.1 w/ iMap).

These limitations in the context of my current project were recently
discussed here:

[http://groups.google.com/groups?hl=en&lr=&selm=Pine.](http://groups.google.com/groups?hl=en&lr=&selm=Pine.OSX.4.61.0410221805220.19262%40gouda.local)

[OSX.4.61.0410221805220.19262%40gouda.local](http://groups.google.com/groups?hl=en&lr=&selm=Pine.OSX.4.61.0410221805220.19262%40gouda.local)

> I'll just reiterate--again--that you can make some really useful

> objects and not go anywhere near graphics object classes.

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.

Regards,

-Ken.
