
Subject: Re: Buffer -> Window

Posted by [Mark Hadfield](#) on Tue, 14 Jun 2005 04:40:27 GMT

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Michael Wallace wrote:

- > I want to copy the contents of an IDLgrBuffer pixel by pixel to an
- > IDLgrWindow of the same dimensions. What's the easiest way to do this?
- > I do not want to redraw the graphics tree because redrawing the tree in
- > the IDLgrWindow will result in a slightly different image due to
- > differences in resolution between the buffer and window. I can see that
- > I can get the individual pixels via the IMAGE_DATA property, but there
- > seems to be no way to load the pixels directly into the IDLgrWindow.

No, the IMAGE_DATA property of an IDLgrWindow can be got but cannot be set (oops I mean "setted", no I mean "set").

You can create a view with an IDLgrImage and draw that to the window. How you choose to size the image relative to the window, whether you fit the image to the window (or vice versa or neither) is up to you.

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Mark Hadfield "Kei puwaha te tai nei, Hoea tahi tatou"

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