
Subject: Re: backing store

Posted by [Rick Towler](#) on Wed, 29 Jun 2005 15:50:11 GMT

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KK T wrote:

- > Will I lose the details of the bitmap using CONGRID or REBIN if I zoom
- > my view to an area smaller than the orginial image?
- >
- > ENVI provides image, scroll and zoom window. However, those windows
- > take up too much space on the desktop and I will like to combine all
- > features in one window. That is, when I zoom in to the maximun, I can
- > see the finest details of the bitmap, when I zoom out to the maximun, i
- > can see the overall view of the bitmap. At the same time, i should be
- > able to view the whole area of the bitmap at that zoom level with
- > scroll bar activated.
- >
- > Am I too ambitious?

I'm not an image guy, nor do I act like one on the internet, but I would use a combination of REBIN and WIDGET_DRAW with the /APP_SCROLL keyword set. You'll keep the original image in memory and REBIN that image for display, altering the dimensions according to your zoom level.

I have no idea if this is feasible performance wise, but it is where *I* would start. Maybe someone else can come up with a better approach.

-Rick
