Subject: IDL 6.2 IDLgrImage SUB_RECT and TILING
Posted by Robert Barnett on Sun, 23 Oct 2005 23:37:51 GMT
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G'Day,

Has anyone been experimenting with the new properties available in IDLgrImage?

I've been using the new image tiling features in IDL 6.2 for generating fast and memory efficent slicing and animations. To render an animation I store all frames from an animation sequence side-by-side in a single image.
There is an (semi) explanatory diagram at
http://www.zipworld.com.au/~retsil/idl/news/slicing.png

I use the TILING keyword for extra efficiency. This is for when I only want to compute frames as they are rendered and/or only cache frames when graphics memory is available. In fact, this allows me to render animation or slicing sequences which are larger than what can fit into graphics memory.

When I want to animate, I move the current transfer matrix (CTM) so it displays each frame in sequence. However, I would prefer to use the SUB_RECT
property to crop the image display (a neat way to prevent the user using a pan/zoom
tool to view adjacent frames), however, SUB_RECT does not behave in the way which I would expect. Instead the SUB_RECT keyword deletes all of my
cached tiles each time the property is changed. At the same time I get floating point errors from the IDLgrWindow::Draw method.

Given the lack of documentation on the SUB_RECT property, what do you think?
Bug or feature?

(Note: This has been lodged as an RSI Incident #197686)