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Subject: Re: Displaying three images simultaneously (using Object Graphics)

Posted by [Dick Jackson](#) on Tue, 08 Nov 2005 20:34:55 GMT

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"Karl Schultz" <k\_\_\_\_schultz@rsinc.com> wrote in message  
news:pan.2005.11.08.19.05.56.672000@rsinc.com...

> I should point out that starting with IDL 6.2, IDL renders images using  
> texture-mapped polygons, doing some of the steps above for you. Further,  
> there is a new TRANSFORM\_MODE property that will treat the image as a  
> polygon during transforms, instead of just transforming the opposite  
> corners and making a new 2D box from the new corner locations.

Well, how about that. Thanks for the tip, Karl. My new example would then  
be:

```
im1=Obj_New('IDLgrImage', ByteScl(BIndGen(3, 10, 10)), Location=[-10,10], $  
    Transform_Mode=1)  
im2=Obj_New('IDLgrImage', ByteScl(RandomU(seed, 3, 10, 10)), $  
    Transform_Mode=1)  
im3=Obj_New('IDLgrImage', 255B-ByteScl(BIndGen(3, 10, 10)), Location=[10,10],  
$  
    Transform_Mode=1)  
myModel = Obj_New('IDLgrModel')  
myModel->Add, [im1, im2, im3]  
XObjView, myModel
```

Another advantage of this is that we get away from the IDLgrPolygon texture  
map's required use of image sizes that are a power of two (the images were  
resampled to 16x16 in my previous example)

I see now that this whole issue is covered well in online help:

Programmer's Guides:

Object Programming:

Working with Image Objects:

Positioning Image Objects in a View

Cheers,

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-Dick

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