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

Posted by [Dick Jackson](#) on Tue, 08 Nov 2005 18:16:12 GMT

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Hi Victor,

```
"Victor" <vmiscellaneous@yahoo.com> wrote in message
news:1131412065.067552.155280@g49g2000cwa.googlegroups.com..
> I have 3 images (im1,im2,im3) which I need to display on XObjView (or
> any alternate object graphics viewer). When I tried to add more than 1
> image to the same graphics object as follows:
>> myModel = Obj_New('IDLgrModel')
>> myModel->Add, im1
>> myModel->Add, im2
>
> IDL complains:
> "IDLGRMODEL::ADD: Objects can only have one parent at a time:
> <ObjHeapVar9869(IDLGRCOLORBAR)>"
>
> Huh!
```

Huh, indeed! I don't see any reason this should happen from what you've said above. (there are no colorbars mentioned up there)

I see that Antonio and Karl have covered the Position/Location issue, here's another example that should work fine:

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

Now, this gives the images rendered nicely at first but has the odd behaviour of IDLgrImages if you rotate the view. They don't rotate, they stretch and squish. If you really want images that can rotate, you'll need to make a polygon that contains each, something like this:

```
im1=Obj_New('IDLgrImage', BytScl(BIndGen(3, 10, 10)))
im2=Obj_New('IDLgrImage', BytScl(RandomU(seed, 3, 10, 10)))
im3=Obj_New('IDLgrImage', 255B-BytScl(BIndGen(3, 10, 10)))
poly1=Obj_New('IDLgrPolygon', [[-10,10],[0,10],[0,20],[-10,20]], $
    Color=[255,255,255], Texture_Map=im1, $
    Texture_Coord=[[0,0],[1,0],[1,1],[0,1]])
poly2=Obj_New('IDLgrPolygon', [[0,0],[10,0],[10,10],[0,10]], $
    Color=[255,255,255], Texture_Map=im2, $
    Texture_Coord=[[0,0],[1,0],[1,1],[0,1]])
```

```
poly3=Obj_New('IDLgrPolygon', [[10,10],[20,10],[20,20],[10,20]], $  
    Color=[255,255,255], Texture_Map=im3, $  
    Texture_Coord=[[0,0],[1,0],[1,1],[0,1]])  
myModel = Obj_New('IDLgrModel')  
myModel->Add, [poly1, poly2, poly3]  
XObjView, myModel
```

Cheers,

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-Dick

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