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Subject: Re: Backing store issue

Posted by [Karl Schultz](#) on Tue, 28 Mar 2006 19:31:29 GMT

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On Tue, 28 Mar 2006 12:24:22 -0600, Kenneth Bowman wrote:

> In article <pan.2006.03.28.18.03.44.500000@rsinc.com>,

> Karl Schultz <k\_\_\_\_schultz@rsinc.com> wrote:

>

>> Aside from the ENVI stuff Liam mentioned, you also might want to take a  
>> look at Object Graphics and the IDLgrImage object. We improved IDLgrImage  
>> to use textures for storing/rendering images which really works better on  
>> modern graphics cards. In IDL 6.2, we added LOD support and facilities  
>> for handling huge images with tiling.

>

> LOD = Length of Day?

>

Sorry about that. Level of Detail. If you "zoom out" on a very large image so that you have the entire image in the viewport, you can supply IDLgrImage with downsampled image tiles. It is a little bit like texture mip-mapping.

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