Subject: Re: Backing store issue
Posted by Paul Van Delst[1] on Tue, 28 Mar 2006 18:45:45 GMT
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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?

Lots Of Dots?

A huge image will have lots and lots of dots so maybe LALOD support is required.

ehem.

paulv

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Paul van Delst
CIMSS @ NOAA/NCEP/EMC