Subject: Re: Backing store issue
Posted by K. Bowman on Tue, 28 Mar 2006 18:24:22 GMT

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?

Ken Bowman