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Subject: Re: how to keep an image object in the window?  
Posted by [Rick Towler](#) on Tue, 26 Sep 2006 19:08:49 GMT  
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Karl Schultz wrote:

> "In your case this doesn't matter since  
> you're rendering IDLgrVolume objects which force IDL to use the software  
> renderer anyways."  
>  
> IDLgrVolume uses raycasting to generate an intermediate  
> and private IDLgrImage and then renders the IDLgrImage to the device,  
> using either hardware or software rendering, depending on how the device  
> was set up.  
>  
> Raycasting is very slow, and is a software rendering process, but the  
> result may actually be displayed with hardware rendering. So, putting an  
> IDLgrVolume into a scene doesn't cause an automatic switch to the software  
> renderer.  
>

Thanks for clarifying. Makes sense too. After I posted that I thought  
that I was probably assuming too much.

<sigh>

Do you texture a "billboard" with the output of the raycaster?

-Rick

> Karl  
>  
> On Mon, 25 Sep 2006 16:54:48 -0700, Rick Towler wrote:  
>  
>> As you know, Michael's suggestion is the way to go.  
>>  
>> The only thing to consider is that when drawing to an IDLgrBuffer IDL  
>> uses the software renderer. In your case this doesn't matter since  
>> you're rendering IDLgrVolume objects which force IDL to use the software  
>> renderer anyways. But sometimes you want/need to use the hardware  
>> renderer. In these cases you have to render to IDLgrWindow and the only  
>> solution to your type of problem is to just start recording your  
>> animation and take the rest of the day off er, I mean go to the  
>> library and catch up on the literature...  
>>  
>> -Rick  
>>  
>>

>> Michael Galloy wrote:  
>>> yy wrote:  
>>>> Hi there,  
>>>> I have a basic question about object. In my simulation, I want to  
>>>> display some 3D data, read the image displayed in the window and save  
>>>> the 2D image as one movie frame. When I display the image by using  
>>>> object graphics, I found that it will be erased by other windows which  
>>>> happened to be on top of it. In that situation, what I read in will be  
>>>> the content in the top window not the 3D data I displayed. This is  
>>>> really bad for me b/c limited by the storage space, it takes more than  
>>>> a day to run the whole program and get all the data. If I have to keep  
>>>> the displaying widow always on top, I can't do any other things while  
>>>> the program is running and I have to even turn off the screen saver. I  
>>>> don't know if there is some way to solve this problem. I found that  
>>>> even the examples given in IDL help has this problem. Could anybody  
>>>> help me about this? Thanks a lot!  
>>>>  
>>>> Jingyi  
>>>>  
>>> I have had weird issues with things like that too. I can't remember  
>>> exactly what was going on, but since you just want to get frames for  
>>> your movies and you're not looking at the frames anyway, try rendering  
>>> them to an IDLgrBuffer instead of an IDLgrWindow.  
>>>  
>>> Mike  
>>> --  
>>> [www.michaelgalloy.com](http://www.michaelgalloy.com)

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