
Subject: Re: how to keep an image object in the window?

Posted by [yy](#) on Tue, 26 Sep 2006 17:32:55 GMT

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But I did find that if I read the image from the window and display it using the direct graphics, the image quality becomes really bad. I don't know if it's because I didn't take the snapshot properly.

When do you usually use hardware rendering?

Jingyi

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 window 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
