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Subject: Re: How to get a very large 2D projected surface image

Posted by [David Fanning](#) on Sat, 09 Dec 2006 16:59:17 GMT

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Hongkai writes:

- > I once tried to divide the image into several sub-areas and get the
- > projected image of each area, then I merge all the projected images to
- > get a global projected image, which is very large.
- > Unfortunately, this method is unreasonable because each projected
- > image has its unique EYE\_POSITION. When IDLgrView is creating the
- > projected view of the surface, the eye is always positioned directly in
- > front of the center of the viewplane rectangle. Thus the eye position
- > of each sub-area is in front of the its own area center, and the global
- > projected image does not have an universal eye position.

Well, I don't have any good ideas about this, other than to look around Rick Towler's web page for something that might help. But have you given any thought to what you are going to DO with this 20K by 20K surface once you have created it? That seems to me to be just as problematic as creating it in the first place.

- > I really want to punt.

I can believe it! :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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