Subject: Re: How to get a very large 2D projected surface image
Posted by Hongkai on Sat, 09 Dec 2006 16:05:16 GMT
View Forum Message <> Reply to Message

; -)   laf...   Thank you!

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.

...I really want to punt.

"
> Hongkai writes:
>
>>   My problem is about getting 2D projected surface image as large as
>> 20000*20000 pixels.
>> How to deal with this? Thank you very much!
>
> I think you might have to punt in this situation. :-)
>
> Cheers,
>
> David
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming: http://www.dfanning.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")