Subject: How to get a very large 2D projected surface image
Posted by Hongkai on Sat, 09 Dec 2006 04:19:08 GMT
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Hi, folks,

   My problem is about getting 2D projected surface image as large as
20000*20000 pixels.
   I have a surface data image (DEM) of 600*600 pixels, and a
TEXTURE_MAP image of 20000*20000 images. The TEXTURE_MAP image is to be
texture mapped onto the surface.
   I want to get a projected view of this surface and save the
projected view as a 20000*20000 image.

   I used the IDLgrObjects:

oSurface = OBJ_NEW('IDLgrSurface', DemImg, STYLE = 2, AMBIENT=[255,
255, 255])
oImage = OBJ_NEW('IDLgrImage', TextureImg, INTERLEAVE = 0,
/INTERPOLATE)
oSurface -> SETPROPERTY, TEXTURE_MAP = oImage, COLOR = [255, 255, 255]
;
oModel = OBJ_NEW('IDLgrModel',LIGHTING=2)
oModel -> Add, oSurface
oView = OBJ_NEW('IDLgrView',PROJECTION=2,COLOR=[138,209,255])
oView -> Add, oModel

Then I tried the IDLgrWindow, IDLgrBuffer, IDLgrClipboard to get the
projected image from oView, but their maximum dimension limit are
4096*4096, so I can't get a desired 20000*20000 image.

How to deal with this? Thank you very much!