Subject: Re: JPEG2000 Tiling Examples?
Posted by Steven Houston on Fri, 08 Jun 2007 10:49:03 GMT
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## mgalloy@gmail.com wrote:

- > On Jun 6, 7:32 am, David Fanning <n...@dfanning.com> wrote:
- >> What I want to do is use the tiling feature to create
- >> an IDLgrImage that I can use as a texture on a polygon.
- >> I'm not sure \*exactly\* what I want. I just know that the
- >> original image is VERY big, and I thought to speed up the
- >> process by using lower resolution tiles as a stand in until
- >> the full resolution was absolutely required.

>

>

- > I have an article about basic widget program that tiles an IDLgrImage
- > (but not a texture on a polygon):
- > http://michaelgalloy.com/2006/04/15/idlgrimage-tiling-in-idl -62.html
- > > Mike
- **--**
- > www.michaelgalloy.com

>

As Mike mentioned you cannot use a tiled IDLgrImage as a texture map on an IDLgrPolygon.

If this doesn't rule out the use of a tiled IDLgrImage, then search the IDL Help for "Preloading Tiles". At the bottom of that page there is a section on how to load an entire low resolution version of your image. This will be displayed until you read in the full resolution tiles.

Cheers, Steve.