
Subject: Re: JPEG2000 Tiling Examples?

Posted by [Steven Houston](#) on Fri, 08 Jun 2007 10:49:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

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.
