Subject: Re: interact with iimage from the command line?
Posted by Michael Galloy on Wed, 21 May 2008 17:15:22 GMT
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On May 21, 9:54 am, David Fanning <n...@dfanning.com> wrote:
> kBob writes:
>> I deal with imagery that can total upto 50Gb and image objects allow
>> me to navigate around these large files on a desktop Windows XP with
>> only a 1 Gb RAM. The secret is not to read the whole image, but to
>> pick at it. Pull out the chunks you need.
>
> OK, now this has got my attention.
>
> I don't suppose you have a nice little example of this,
> do you? For the life of me, I can't see how to create
> the image object so that the data is not also loaded.
> Can you please enlighten us further?

I think he means doing something like this example:

 http://michaelgalloy.com/2006/04/15/idlgrimage-tiling-in-idl -62.html

This example uses a JPEG2000 image as an example file, so the "pull
out the chunks you need" part is easy. But it is an example of how to
use tiles with IDLgrImage and IDLgrWindow.

Mike
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