
Subject: Re: more log-scaled images

Posted by [ben.bighair](#) on Tue, 16 Dec 2008 18:23:08 GMT

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On Dec 16, 11:42 am, "ben.bighair" <ben.bigh...@gmail.com> wrote:

> On Dec 16, 4:18 am, Wox <s...@nomail.com> wrote:

>

>> On Mon, 15 Dec 2008 19:00:55 -0800 (PST), "ben.bighair"

>

>> <ben.bigh...@gmail.com> wrote:

>>> I have been refreshing my memory on how to show an image with one (or

>>> both) dimensions log-scaled.

>

>> Have a look at this: http://hea-www.harvard.edu/~pgrigis/idl_stuff/pg_plotimage.pro

>

> Hi,

>

> Thanks. Yes, I was trying to model my routine on that one. My goal

> is to exploit IDL's object graphics capability to work with images of

> any interleaving (I'm not sure that is a real word, but you know what

> I mean.) In the end, I want a generic routine for smushing the image

> instead always plotting which I can do later if needed.

>

> I discovered the issue. Surfaces are defined by the node locations

> and texture mapping occurs from the node to the next node to the right

> and up. Since my surface ran 1 - n, the last node had nowhere to draw

> the texture map to, so the texture drawing rightly truncated at the

> last node to at the right and at the top. I think this is the similar

> to the issues we all encounter when using the POLYFILLV routine that

> defines a pixel location as the lower left.

>

> The trick is to make the surface onto which the image is mapped one

> node bigger than the image dimensions. For example, if the image

> dimensions are [100,200] then make the surface [101, 201] - and viola!

>

> I'll clean up what I have and post it when I can.

>

> Thanks again!

> Ben

>

> P.S. Whew!

Hi,

Here is what I came up with: http://www.tidewater.net/~pemaquid/hbb_logimage.pro

To run an example...

```
IDL> .compile hbb_logimage  
IDL> test_logimage
```

Cheers,
Ben
