Subject: Re: more log-scaled images Posted by ben.bighair on Tue, 16 Dec 2008 18:23:08 GMT View Forum Message <> Reply to Message 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_plotim age.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!

Hi,

> Ben

> P.S. Whew!

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