
Subject: Re: more log-scaled images

Posted by [ben.bighair](#) on Tue, 16 Dec 2008 16:42:28 GMT

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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!
