
Subject: Re: huge image file.

Posted by dcleon@gmail.com on Wed, 10 Jun 2009 13:46:29 GMT

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On Jun 9, 1:02 pm, mankoff <mank...@gmail.com> wrote:

> On Jun 9, 1:07 pm, "R.G. Stockwell" <noemai...@please.com> wrote:

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>

>> I would like to make a poster presentation, so I want to
>> create an image that is something like 300 dots/inch*40 inches
>> (i.e 12,000 pixels long) and perhaps 8000 high.

>

>> Anyone do anything like this before?

>

>> I'd actually have the data to create the image that large, that'd be the
>> point of the presentation.

>

>> It looks like that is not possible in postscript, so I was thinking create
>> a huge jpg in the z-buffer or something like that.

>

>> any ideas on the best way to do this?

>

>> cheers,

>> bob

>

> I'd produce sections and then try to use ImageMagick to assemble.

>

> -k.

I've actually done this: Create an object graphics hierarchy, then use VIEWPLANE_RECT to scan through chunks. It turns out that routines like WRITE_PNG don't have the same dimensional limits as IDLgrBuffer does, so the image can be reassembled in IDL before using something like write_png to output a file.

I'll dig up the code I used for this to make sure that what I described is actually what I did.

Cheers

dave
