
Subject: Re: huge image file.

Posted by [natha](#) on Tue, 09 Jun 2009 17:48:05 GMT

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Using object graphics the IDLgrbuffer and the IDLgrclipboard have the limitation of 4096x4096. I'm not sure if using direct graphics the limitation is the same, but I think is it.

Maybe you can create an image and congrid its data. Using object graphics, you can try something like this:

```
buffer=OBJ_NEW('IDLgrBuffer',DIMENSIONS=[4096,4096])  
buffer->Draw, view ;; the view where you've the data
```

```
olImage=buffer->Read() ;; you get the image  
olImage->GetProperty, DATA=data_image ;; the data of the image  
data=CONGRID(data,4,12000,12000) ;; create the big image
```

```
WRITE_PNG, filename, data ;; save the image in a png file
```

I think this is possible. Using direct graphics you can do something similar with the Z-buffer and TVRD procedure. Creates a 4096x4096 image and then you can congrid the image in order to obtain your poster

Cheers,
nata
