
Subject: Smooth scrolling zoom in draw widget; how?

Posted by [kak](#) on Thu, 09 Jan 1997 08:00:00 GMT

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I use a scrollable draw widget to display large images (up to 2048x2048) at full resolution (viewport is 512x512 or 1024x1024 depending on screen resolution).

The problem is: users want to zoom into images and keep the smooth scrolling viewport for the expanded image . If I simply blow up my image by the required factor, the size will quickly increase beyond the computers memory.

I thought about keeping the original byte scaled image as byte array or as pixmap. For each viewport scroll event I would calculate the portion of the zoomed image to display from the current viewport coordinates. Then I would take the respective subarray of the image and extend it using `rebin(subarr, view_port_x, view_port_y, /sample)` and finally display it in the viewport.

I doubt that this is efficient enough to provide the illusion of smooth scrolling.

Has anybody a better idea?

Karl

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IPP, PO Box 1533 | Phone: +49-89-3299-1655 | E-Mail:

D-85740 Garching | FAX : +49-89-3299-1149 | krieger@ipp.mpg.de
