Subject: Re: Plotting results from z-buffer are diffrenet than xwindow. Posted by ilpippitt on Wed, 16 Jul 2014 11:34:54 GMT

View Forum Message <> Reply to Message

```
On Tuesday, July 15, 2014 3:02:36 PM UTC-4, David Fanning wrote:
>
>
>> Thank you for your response. I think z-buffer is applying some kind of smoothing to the data.
Holes appear in a precipitation field in the x-window (which is the true representation of the data)
while the images created with z-buffer the holes are filled in (maybe nearest pixel smoothing). I
think it would be beneficial to see the images I am referring to. Is there a way to post images on
here?
>
>
  I seriously doubt there is smoothing going on in the Z-buffer. Are you
>
  using the Z-buffer for actual buffering, or have you turned this off and
>
>
  are just using the Z-buffer as another graphics window? Have you set the
>
>
  size of the Z-buffer to match the size of your graphics window?
>
>
>
>
  There is no way I know of to post images, here, but I doubt looking at
>
  an image would be helpful anyway. It would probably be more helpful to
>
 look at your code.
>
>
>
>
 Cheers,
>
>
>
  David
>
>
>
>
>
  David Fanning, Ph.D.
>
> Fanning Software Consulting, Inc.
```

```
> Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
> Sepore ma de ni thue. ("Perhaps thou speakest truth.")
David,
Here is the code for the two plotting procedures. The resulting plots are different.
xwindow plotting procedure:
radar=rsl_anyformat_to_radar('/gvs2/gpmgv_data/gpmgv/KARX/1C
UF/2014/0708/KARX 2014 0708 193306.uf.gz')
rsl_plotsweep_from_radar,radar,/bgw,window=600,f='CZ'./new,m
axrange=200,SWEEP_INDEX=0
zbuff plotting procedure:
radar=rsl anyformat to radar('/gvs2/gpmgv data/gpmgv/KARX/1C
UF/2014/0708/KARX 2014 0708 193306.uf.gz')
thisDevice = !D.Name
Set Plot, 'Z', /COPY
Device, Set Resolution=[600,600], Set Pixel Depth=24, Decompose d=1, Z Buffer=0
Erase
rsl_plotsweep_from_radar,radar,bgw,window=600,f='DZ',new,max range=200,SWEEP_INDEX=0
snapshot = TVRD()
TVLCT, r, g, b, /Get
Device, Z Buffer=1
Set_Plot, thisDevice
image24 = BytArr(3, 600, 600)
image24[0,*,*] = r[snapshot]
image24[1,*,*] = g[snapshot]
image24[2,*,*] = b[snapshot]
write_png,'test.png',image24,r,g,b
```

Thank you, Jason