Subject: Re: Any way to remove an OPLOT from an image? Posted by Liam Gumley on Wed, 01 Sep 1999 07:00:00 GMT

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nicholas wrote:

- > I am searching for a way to remove an oplot from an image, without
- > redrawing the image (it is an image overlaid onto a map projection).
- > Currently I am using the XOR graphics function and redrawing the oplot
- > to remove it, but this method looks bad. I would use a pixmap but the
- > draw window is 950 x 700 and the oplot could be anywhere so I don't
- > want to suffer a performance hit drawing such a large image. BTW, I am
- > running VMS :(

I'm guessing you want to be able to press a button and have the OPLOT overlay disappear, which also probably means you'd like to press another button and have it re-appear. Here's what I'd do:

- (1) Create one visible window and two pixmap windows, all of the same size.
- (2) Render the image into the first pixmap window.
- (3) Copy the contents of the first pixmap window into the second pixmap window using DEVICE, COPY=[...].
- (4) Render the OPLOT and any other graphics overlays into the second pixmap window.
- (5) Copy the first or second pixmap window (without or with graphics overlays) to the visible window using DEVICE, COPY=[...], depending on whether or not you want overlays.
- (5) When you switch from overlays to no overlays, or vice versa, use DEVICE, COPY=[...] to copy from the appropriate pixmap window to the visible window.

99% of the overhead in this process is in steps (2) and (4). For this application, the copy operations will happen in the blink of an eye. I am confident this technique will work much better than the XOR graphics approach.

Cheers, Liam.

Liam E. Gumley Space Science and Engineering Center, UW-Madison http://cimss.ssec.wisc.edu/~gumley

Subject: Re: Any way to remove an OPLOT from an image? Posted by m218003 on Thu, 02 Sep 1999 07:00:00 GMT

In article <37CD3D6D.E6D905F4@ssec.wisc.edu>, Liam Gumley <Liam.Gumley@ssec.wisc.edu> writes:

- > nicholas wrote:
- >> I am searching for a way to remove an oplot from an image, without
- >> redrawing the image (it is an image overlaid onto a map projection).
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- >> running VMS:(

Depending on the size of the OPLOT, you could also try to have a smaller "dynamic" pixmap window which will store only the part of the image that contains the OPLOT (and maybe a second one with the OPLOT as Liam suggested).

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Just $0.02,
Martin
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