Subject: Direct or object graphics
Posted by Lazzar on Sun, 12 Sep 1999 07:00:00 GMT
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I'm in the process of creating a program to display an array of data as an image. I would like it to work in much the same way as a paint program like Photoshop. When the user selects the file to open, the image will be scaled inside of a window. As the user resizes the window the image will stay the same size, but centered in the window with some sort of fill around it to differentiate it from the background space.
The user will also have the option to zoom in and out on the image causing it to fill more of the window or less of the window. My question is, would it be better to do this in direct or object graphics mode? The image will not be 3D. I am looking to optimize speed and also allow the user to have as much control over the image as possible (things like drawing and extracting a region of interest). This whole application will be contained inside of a Visual Basic framework using ActiveX to communicate back and forth.

Any help that can be provided will be greatly appreciated...

Brian

Subject: Re: Direct or object graphics
Posted by davidf on Wed, 15 Sep 1999 07:00:00 GMT
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Ben Tupper (tupper@seadas.bigelow.org) writes:

>> If it were me, I'd do it in direct graphics. The only
>> things that really seems to scream "object graphics" to
>> me are those things that require a 3D representation.
>
> I have been stewing over a similar object/direct graphics problem. I often
> need enable data picking from a 2d or 3d scatter plot. In the past I have
> accomplished 2d data picking in direct graphics; what a BEAR to wrestle
> with. It seems like OOG makes data picking easy. Should data picking be
> added to the things that 'scream'?

Yes, I think so. The only way to do 3D data picking
in direct graphics is to have a copy of the window
around in the Z-graphics buffer, where you *can* get
3D location information. As you say, it is a bear
to get it to work properly.

Since the object graphics system *is* a Z-graphics
buffer almost by definition, 3D data picking just

sort of falls out of it. Very easy.

Cheers,

David

--
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Direct or object graphics
Posted by Ben Tupper on Wed, 15 Sep 1999 07:00:00 GMT
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<!doctype html public "-//w3c//dtd html 4.0 transitional//en">
<html>
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<blockquote TYPE=CITE>

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<pre>--
Ben Tupper

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