
Subject: Re: Rotating a Pixmap?

Posted by [btt](#) on Wed, 13 Dec 2000 15:57:13 GMT

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efrans@my-deja.com wrote:

>
> I have copied an image from a window into a pixmap. Now I'd like to
> rotate the pixmap before I copy it into a different window. How is this
> done?
>

Hello,

I think that you will need to take a snapshot of the pixmap (or the original window), storing it into an array, using TVRD(). Then you can fiddle with the orientation of the image before redisplaying it elsewhere.

Ben

--

Ben Tupper
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Subject: Re: Rotating a Pixmap?

Posted by [efrans](#) on Wed, 13 Dec 2000 18:31:29 GMT

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Ben Tupper <btupper@bigelow.org> replied:

>
>
> efrans@my-deja.com wrote:
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>> rotate the pixmap before I copy it into a different window. How is
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>> done?
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> Hello,
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> I think that you will need to take a snapshot of the pixmap (or the
> original window), storing it into an array, using TVRD(). Then you
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> fiddle with the orientation of the image before redisplaying it else
> where.

Thanks Ben. Initially I was planning on using TVRD() instead of a pixmap, but I got fed up because I couldn't get the *color* image to display correctly after the rotation. After consulting the ever useful David Fanning site, I found the section "What Can Be Done?" on the "Strange TVRD Results":

http://www.dfanning.com/tips/strange_tvrd.html

My problem was that I followed the golden rule of setting DEVICE, DECOMPOSED=0, but I forgot to set DEVICE, DECOMPOSED=1 before displaying the rotated color image!

Here is an example:

PRO tvcolor

```
image = BYTARR(256,256)
image[*,*] = INDGEN(256,256)
```

```
WINDOW, 0, XSIZE=256, YSIZE=256
DEVICE, DECOMPOSED=0
LOADCT, 33
TV, image
```

```
image2 = TVRD(TRUE=1)
; rotate 90 degrees ccw
FOR i=0,2 DO image2[i,*] = ROTATE(REFORM(image2[i,*]),1)
WINDOW, 1, XSIZE=256, YSIZE=256
DEVICE, DECOMPOSED=1 ; <--- the key
TV, image2, TRUE=1
```

END

- Eric Frans

Sent via Deja.com
<http://www.deja.com/>