Subject: pixmap drawables in Object Graphics?
Posted by Martin Downing on Tue, 18 Dec 2001 00:26:15 GMT
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Hi all,

This is similar to previous queries on object graphics and pixmaps but I
would appreciate running this by the experts.
I am writing a program to fit projections of a 3d surface model to its
silhouette in an image (e.g. a radiograph). This method allows an estimate
of object position to be recovered from the knowledge of the object shape
and the image. My 3d data is a triangulated mesh which can be best stored as
a IDLgrPolygon object. This is attractive as you can then easily specify a
graphics model to render the object at specific rotations, and projections
of complicated polygon objects can then be drawn rapidly using OpenGL.
However, as this is part of a fitting process, I then read the drawable back
into an image buffer using say tvrd(), do some image processing to get a
goodness of fit quantity and repeat until a sufficient fit is found. I do
not need to see each projection in an exposed draw widget, but as far as I
can gather, pixmaps are not implemented in object graphics. So as I see it,
my only option using object graphics is to use normal draw widgets, which
seems like overkill. Is this true and does anyone else have a better idea.?

thanks

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