
Subject: Re: PPM image from IDLgrBuffer: top-bottom order
Posted by [David Fanning](#) on Thu, 25 Apr 2002 03:09:01 GMT
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Sean Dettrick (dettrick@uci.edu) writes:

```
> I'm trying to draw my view object to a PPM image file,  
> so that I can then do FLIC animation via ppm2fli.  
>  
> In direct graphics it's easy to do this with:  
>     wset,window_number  
>     image = tvrd(true=1,/order)  
>     write_ppm,'name.ppm',image  
> where top-bottom order is reversed to give an upside-up  
> PPM image.  
>  
> In object graphics, I am stumped again.  
>  
> 2) take image data direct from buffer object:  
>  
>     buffer=Obj_New('IDLgrBuffer',graphics_tree=thisView,$  
>         dimensi=[400,400])  
>     buffer -> Draw  
>     buffer -> GetProperty, image_data=image_dat  
>     write_ppm,'name.ppm',image_dat  
>  
> By the way, there doesn't seem to be an option in ppm2fli  
> to automatically flip the input images.  
>  
> Any advice greatly appreciated!
```

I'd use the REVERSE function like this:

2) take image data direct from buffer object:

```
buffer=Obj_New('IDLgrBuffer',graphics_tree=thisView,$  
    dimensi=[400,400])  
buffer -> Draw  
buffer -> GetProperty, image_data=image_dat  
write_ppm,'name.ppm', Reverse(image_dat,3)
```

Cheers,

David

--

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Subject: Re: PPM image from IDLgrBuffer: top-bottom order
Posted by [Rick Towler](#) on Thu, 25 Apr 2002 20:30:15 GMT
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Depending on your hardware you might consider grabbing your images from your window instead of a buffer. Most of the newer mid to high end PC video adapters allow you to display anti-aliased output which is far superior to the output rendered in a buffer. Which makes me wonder if scenes rendered to a buffer are rendered via software?

Just don't do anything with your machine while you are generating your images in this manner since anything parked in the window's space while you are "recording" will be grabbed.

This should improve image quality, even if you are reducing to 8 bit flick files.

-Rick

Subject: Re: PPM image from IDLgrBuffer: top-bottom order
Posted by [Sean Dettrick](#) on Fri, 26 Apr 2002 02:31:50 GMT
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Thanks David, Thanks Rick, much obliged.

I wrote a bash script to flip the PPM using imagemagick convert -flip, but it's nicer to do it all in IDL.

Cheers,
Sean

Rick Towler wrote:

>
> Depending on your hardware you might consider grabbing your images from your
> window instead of a buffer. Most of the newer mid to high end PC video
> adapters allow you to display anti-aliased output which is far superior to
> the output rendered in a buffer. Which makes me wonder if scenes rendered
> to a buffer are rendered via software?
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> Just don't do anything with your machine while you are generating your

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> are "recording" will be grabbed.
>
> This should improve image quality, even if you are reducing to 8 bit flick
> files.
>
> -Rick
