
Subject: max dimension in IdgrBuffer

Posted by [medeiros1](#) on Fri, 14 Mar 2003 17:14:43 GMT

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Please help!

I am trying to increase the size of my buffer for OG applications (I wanted a screen dump to a higher resolution memory buffer), by fiddling with the Idgrrrrrrrrbuffer object, but on a linux machine and on a windows machine, I can't get past the 1600x1200 limit. Can anyone help?

thanks very much for your time,
gilberto

this is the code:

```
mybuffer=obj_new('IdgrBuffer',
RESOLUTION=[8.466666667e-3,8.466666667e-3], DIMENSIONS=[2000,1500])
; Create view.
oView = OBJ_NEW('IDLgrView', PROJECTION=2, EYE=2,
ZCLIP=[1.4,-1.4],$
VIEWPLANE_RECT=myview, COLOR=[10,10,10])
;;; creating the 3D image
.....

;;; screen dump to the buffer

myBuffer->draw, oView
myImage=myBuffer->Read()
myImage->GetProperty, DATA=image

;; writing to a file
write_tiff, 'c:\temp\test2.tif', image
```
