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Subject: Zooming Object Graphics

Posted by [darrick.white](#) on Wed, 11 Jun 2003 13:02:30 GMT

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I'm trying to zoom a 2-D image without data transformation. I'm currently using the viewplane property of IDLgrView. This is the simplest way for me to achieve my zooming feature of my application without using normalized data. My viewplane algorithm is as follows, taking into consideration the current position of the cursor:

```
; Zoom window according to size of view port, not size of image
view[0] = view[0] + ROUND(!CONFIG.ZoomScale) * (
  FLOAT((*pInfo).xCoord) / dim[0] )
view[1] = view[1] + ROUND(!CONFIG.ZoomScale) * (
  FLOAT((*pInfo).yCoord) / dim[1] )
view[2] = (view[2] - !CONFIG.ZoomScale) > 1
view[3] = (view[3] - !CONFIG.ZoomScale) > 1
```

This works great on an image with the same x/y dimensions. All pixels look symmetrical, as expected. As soon as the image dimensions change (open a different image. ie. 1900x2250), zooming the image makes the pixels look asymmetrical, as expected. Any ideas on how to make any size image seem symmetrical when using the zoom feature?

The examples I've seen, such as David's contrastzoom, use normalized data and changing image dimensions. I'm hoping to stay away from this and keep my natural data coordinates.

Thanks  
-Darrick

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