Subject: Re: IDLgrPolygon -TEXTURE_MAP question
Posted by Antonio Santiago on Thu, 28 Apr 2005 10:28:12 GMT
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turdukulov@gmail.com wrote:
> OK, after applying golden rule - RFM (Read the F..ing Manual) and
> looking at the forum, finally I have decided to post my question.
> To start with- I am a beginner generally in programming and
> particularly in IDL. I could not find solution to following
> visualization problem.
Hi, I'm am another IDL beginner.

> I have set of spheres (oOrb). Those spheres are icons representing
> regions extracted from images. Each sphere has x,y, time coordinates
> and radius proportional to one of the attribute of the region (e.g.
> size). There are also tubes connecting those spheres and showing
> relationship between regions (continuation, split, merge etc.). I used
> IDLgrModel and visualized it in XOBJVIEW. So far it works.
> Now, I wanted to add time slider and images to XOBJVIEW that will show
> up when user moves the slider. I have done it through IDLgrPolygon
> object with texture map property being a grayscale image (see code
> below, Input: 3D image (x,y, time)):
>
>
> for i=0, ntimes-1 do begin
> oImage=OBJ_NEW('IDLgrImage', image[*,*,i])
>
> oPoly=obj_new("IDLgrPolygon", number_x, number_y, i ,$
> STYLE=2,Texture_Map = oImage,$
> Texture_Coord = [[0,0],[0,1], [1,1], [1,0]], HIDE=1)
>
> oModel->Add, oPoly, POSITION=i
> Endfor
>
> And in the event_handler I change the property HIDE=1 into HIDE=0
> for that slider position.(through POSITION keyword).
>
> Now my question: The resulted image looks black, without any texture. I
> have tried to add the COLOR keyword [255,255,255], but it didn't
> help. Seems I am missing something simple here, but I am just
> lost...That's why I have decided to ask the group. Any help would be
> appreciated,
>
> Thanks,
> Ulan
>

I had got the same problem some time ago. The problem is that for every

texture pixel you must specify at wich point of your polygon must be put
(more or less).

Here are an example with more complex data than the example of IDL doc:
http://groups-beta.google.com/group/comp.lang.idl-pvwave/bro
wse_thread/thread/c76a98bf0b68fc32/09c00f8bdb28b974?q=textur
e+map+problem&rnum=6&hl=en#09c00f8bdb28b974

Bye.

Subject: Re: IDLgrPolygon -TEXTURE_MAP question
Posted by btt on Thu, 28 Apr 2005 11:48:46 GMT
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> help. Seems I am missing something simple here, but I am just
> lost...That's why I have decided to ask the group. Any help would be
> appreciated,
>
> Thanks,
> Ulan
>

Hello,

I think the trick is buried in the ORB object's handling of texture coords... otherwise you seem to be just fine with your code. I *really* don't understand ORB at all, but I wish that it became an "offical" part of IDL along with a lot of simple shapes like cylinders, ellipsoids, etc.

The following works if you specify the TEX_COORDS keyword at the instantiation of the ORB object.

Cheers,
Ben

```
****START HERE****
pro textmap

dim = [50,75]
number_x = [0,0,dim[0]-1,dim[0]-1]
number_y = [0, dim[1]-1, dim[1]-1, 0]
omodel = obj_new('idlgrmodel')

nTimes = 5
image = rebin(bytscl(hanning(dim[0],dim[1])), dim[0], dim[1], nTimes)

for i=0, ntimes-1 do  begin
oImage=OBJ_NEW('IDLgrImage', image[*,*,i])

orb = obj_new('orb', POS = [0,0, i*2], /TEX_COORDS)
orb->GetProperty, pObj = opoly

oPoly->SetProperty, $
 COLOR = [255,255,255], $
 Texture_Map = oImage

oModel->Add, orb
Endfor

xobjview, omodel, /block

obj_destroy, omodel
```

End

****END HERE****

Subject: Re: IDLgrPolygon -TEXTURE_MAP question
Posted by Ulan on Thu, 28 Apr 2005 13:12:36 GMT
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Thanks Antonio for the suggestion. But I found the real reason for my
black texture - it couldn't be simpler -BYTSCLing of original images!
