
Subject: Re: Buffer -> Window

Posted by [Mark Hadfield](#) on Tue, 14 Jun 2005 04:40:27 GMT

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Michael Wallace wrote:

- > I want to copy the contents of an IDLgrBuffer pixel by pixel to an
- > IDLgrWindow of the same dimensions. What's the easiest way to do this?
- > I do not want to redraw the graphics tree because redrawing the tree in
- > the IDLgrWindow will result in a slightly different image due to
- > differences in resolution between the buffer and window. I can see that
- > I can get the individual pixels via the IMAGE_DATA property, but there
- > seems to be no way to load the pixels directly into the IDLgrWindow.

No, the IMAGE_DATA property of an IDLgrWindow can be got but cannot be set (oops I mean "setted", no I mean "set").

You can create a view with an IDLgrImage and draw that to the window. How you choose to size the image relative to the window, whether you fit the image to the window (or vice versa or neither) is up to you.

--

Mark Hadfield "Kei puwaha te tai nei, Hoea tahi tatou"
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National Institute for Water and Atmospheric Research (NIWA)

Subject: Re: Buffer -> Window

Posted by [Mark Hadfield](#) on Tue, 14 Jun 2005 04:43:18 GMT

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Michael Wallace wrote:

- > I want to copy the contents of an IDLgrBuffer pixel by pixel to an
- > IDLgrWindow of the same dimensions. What's the easiest way to do this?
- > I do not want to redraw the graphics tree because redrawing the tree in
- > the IDLgrWindow will result in a slightly different image due to
- > differences in resolution between the buffer and window.

By the way, I forgot to mention in my previous reply: Can you not set the RESOLUTION of the buffer to match the window? The RESOLUTION property is not settable for an IDLgrWindow, but it *is* settable for an IDLgrBuffer.

--

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Subject: Re: Buffer -> Window

Posted by [Michael Wallace](#) on Tue, 14 Jun 2005 10:04:07 GMT

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> By the way, I forgot to mention in my previous reply: Can you not set
> the RESOLUTION of the buffer to match the window? The RESOLUTION
> property is not settable for an IDLgrWindow, but it *is* settable for an
> IDLgrBuffer.

Yes, but this particular code will need to run on different machines.
Each machine its own resolution numbers and so each one would produce
something slightly different. To ensure that the plot output always
looks the same, I'd rather use a buffer all the time because I can then
guarantee myself that the output will be identical. I realize that the
differences in resolution between machines is pretty minor, but in this
particular case it can be noticeable in the output.

-Mike

Subject: Re: Buffer -> Window

Posted by [Rick Towler](#) on Tue, 14 Jun 2005 15:55:31 GMT

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Why not display as an IDLgrImage in the window? I must be missing
something... Or you could texture the image onto a billboard to give
you a bit more flexibility but I don't think you need it.

-Rick

Michael Wallace wrote:

> I want to copy the contents of an IDLgrBuffer pixel by pixel to an
> IDLgrWindow of the same dimensions. What's the easiest way to do this?
> I do not want to redraw the graphics tree because redrawing the tree in
> the IDLgrWindow will result in a slightly different image due to
> differences in resolution between the buffer and window. I can see that
> I can get the individual pixels via the IMAGE_DATA property, but there
> seems to be no way to load the pixels directly into the IDLgrWindow.
>
> -Mike

Subject: Re: Buffer -> Window

Posted by [Michael Wallace](#) on Tue, 14 Jun 2005 16:06:19 GMT

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Rick Towler wrote:

> Why not display as an IDLgrImage in the window? I must be missing

> something... Or you could texture the image onto a billboard to give
> you a bit more flexibility but I don't think you need it.

I was just wondering if I could get around the need to define another
view and model specifically for the window. I know, it's not a big
deal. I was just wondering if I could do a direct copy, that's all.

-Mike

Subject: Re: Buffer -> Window
Posted by [Mark Hadfield](#) on Tue, 14 Jun 2005 22:15:31 GMT
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Michael Wallace wrote:

> I was just wondering if I could get around the need to define another
> view and model specifically for the window. I know, it's not a big
> deal. I was just wondering if I could do a direct copy, that's all.

Nope.

But why does it have to be an IDLgrWindow? If you just want to throw
some bytes at the screen, can you use a direct graphics window?

--

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