
Subject: How to make a big graphic window larger than Xwindows size?

Posted by ismxray@yahoo.com on Wed, 13 Jul 2005 14:36:21 GMT

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Hi all,

Is there any way to make a large direct graphic window in IDL?

Each time I try to use

```
window,xsize=2000,ysize=2000
```

I always got a window litter bit than the screen size(1600x1200,).

```
The window I can get is " 0: Win(1593,1117,      Pixmap) "
```

The alternative question is how to make a large size figure in IDL?

Thanks very much!

Best wishes,

Charles

Subject: Re: How to make a big graphic window larger than Xwindows size?

Posted by [Michael Wallace](#) on Wed, 13 Jul 2005 15:09:41 GMT

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ismxray@yahoo.com wrote:

> Hi all,

> Is there any way to make a large direct graphic window in IDL?

> Each time I try to use

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> I always got a window litter bit than the screen size(1600x1200,).

```
> The window I can get is " 0: Win(1593,1117,      Pixmap) "
```

> The alternative question is how to make a large size figure in IDL?

> Thanks very much!

Have you tried using the Z-buffer instead?

```
set_plot, 'Z'
```

```
device, set_resolution = [2000, 2000]
```

```
; do your plotting
```

```
image = TVRead() ; see [1]
```

```
write_image, filename, format, image
```

[1] You can find TVRead() in David Fanning's library. It's designed to be a better replacement of IDL's tvrd().

-Mike

Subject: Re: How to make a big graphic window larger than Xwindows size?

Posted by [R.Bauer](#) on Wed, 13 Jul 2005 15:10:26 GMT

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ismxray@yahoo.com wrote:

- > Hi all,
- > Is there any way to make a large direct graphic window in IDL?
- > Each time I try to use
- > window,xsize=2000,ysize=2000
- > I always got a window litter bit than the screen size(1600x1200,).
- > The window I can get is " 0: Win(1593,1117, Pixmap) "
- > The alternative question is how to make a large size figure in IDL?
- > Thanks very much!
- >
- > Best wishes,
- > Charles
- >

zbuffer should work

or postscript

I have not much time now, may be someone could more explain

Reimar

--

Reimar Bauer

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a IDL library at ForschungsZentrum Juelich

http://www.fz-juelich.de/icg/icg-i/idl_icglib/idl_lib_intro.html

=====

Subject: Re: How to make a big graphic window larger than Xwindows size?

Posted by [liamgumley](#) on Wed, 13 Jul 2005 20:48:52 GMT

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The best solution is the swindow routine from the JHU/APL library:

<ftp://nansen.jhuapl.edu/pub/idl/routines/swindow.pro>

IDL> swindow, xsize=2000, ysize=2000

Cheers,
Liam.
Practical IDL Programming
<http://www.gumley.com/>

Subject: Re: How to make a big graphic window larger than Xwindows size?
Posted by [Bringfried Stecklum](#) on Thu, 14 Jul 2005 07:50:36 GMT
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For displaying large images swindow is great. For using it interactively it would be nice to have something like "scursor" since the swindow cannot be scrolled while using the ordinary cursor command.

regards,

B.St.

liamgumley@gmail.com wrote:

> The best solution is the swindow routine from the JHU/APL library:
>
> <ftp://nansen.jhuapl.edu/pub/idl/routines/swindow.pro>
>
> IDL> swindow, xsize=2000, ysize=2000
>
> Cheers,
> Liam.
> Practical IDL Programming
> <http://www.gumley.com/>
>

Subject: Re: How to make a big graphic window larger than Xwindows size?
Posted by [ismxray@yahoo.com](#) on Thu, 14 Jul 2005 14:04:46 GMT
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It seems to me that zbuffer doesn't support mutiple channel, neither postscript. Is this true?

Subject: Re: How to make a big graphic window larger than Xwindows size?
Posted by [Michael Wallace](#) on Thu, 14 Jul 2005 15:30:11 GMT
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From the IDL documentation regarding the Z-buffer device: "The frame

buffer that contains the picture is 8 bits deep and is accessed as channel 0. The Z depth buffer contains 16 bit integers and is accessed as channel 1."

So, I if you're trying to use channels in an RGB sense, then what you said is true.

ismxray@yahoo.com wrote:

- > It seems to me that zbuffer doesn't support mutiple channel, neither
- > postscript. Is this true?
- >

Subject: Re: How to make a big graphic window larger than Xwindows size?
Posted by [judy](#) on Wed, 20 Jul 2005 21:44:34 GMT

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I had a similar problem at work. I ended up using Object Graphics, needed to create a display and pan window. Then setting VIEWPLANE_RECT to the size of the display window and using SUB_RECT to display smaller portion of image.

judy
