
Subject: IDL 6.2 IDLgrImage SUB_RECT and TILING
Posted by [Robert Barnett](#) on Sun, 23 Oct 2005 23:37:51 GMT
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G'Day,

Has anyone been experimenting with the new properties available in IDLgrImage?

I've been using the new image tiling features in IDL 6.2 for generating fast and memory efficient slicing and animations. To render an animation I store all frames from an animation sequence side-by-side in a single image.

There is an (semi) explanatory diagram at <http://www.zipworld.com.au/~retsil/idl/news/slicing.png>

I use the TILING keyword for extra efficiency. This is for when I only want to compute frames as they are rendered and/or only cache frames when graphics memory is available. In fact, this allows me to render animation or slicing sequences which are larger than what can fit into graphics memory.

When I want to animate, I move the current transfer matrix (CTM) so it displays each frame in sequence. However, I would prefer to use the SUB_RECT property to crop the image display (a neat way to prevent the user using a pan/zoom tool to view adjacent frames), however, SUB_RECT does not behave in the way which I would expect. Instead the SUB_RECT keyword deletes all of my cached tiles each time the property is changed. At the same time I get floating point errors from the IDLgrWindow::Draw method.

Given the lack of documentation on the SUB_RECT property, what do you think?
Bug or feature?

(Note: This has been lodged as an RSI Incident #197686)

Subject: Re: IDL 6.2 IDLgrImage SUB_RECT and TILING
Posted by [Steven Houston](#) on Thu, 10 Nov 2005 16:35:23 GMT
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Hi,

What you are seeing is correct. When you set the SUB_RECT property the image is resized to only include the SubRect area. In your diagram if

you set the SUB_RECT to cover tile 3, the image is resized and all the tiles outside tile 3 are discarded.

If you wish to keep the other tiles but prevent them being visible in case your user pans you could look at using CLIP_PLANES on the IDLgrModel containing the image.

Regards,
Steve.

Robbie Barnett wrote:

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