Subject: Re: how to save image in full size
Posted by David Fanning on Sun, 11 Jun 2006 15:21:17 GMT
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heqjxiaoyao@163.com writes:

> How can i save my picture in full data size in IDL.
> The size of data is 2400*1800, but it is slowly to show full size in
> draw window,
> so i set the draw window's size is 800*600 and use the keyword:
> app_scroll,
> now the image shown in window is part of the full image , and i draw
> grid and vector overlap
> the image.
> But now i want to save the full size of image,How can i do this?

The way I typically handle this situation is to create
a coordinate system for the image. (The image coordinate
system is part of what an image "object" is in my code.)
The image overlays, then, are placed on the image in the
image coordinate system. This way, the image and its
associated overlays are resolution independent and can
be displayed in a window of *any* size, including the
"window" of a PostScript file.

The coordinate system for a typical image is easy to set up,
given a POSITION in the window, and XRANGE and YRANGE
values that describe the extent of the coordinate system
in X and Y. Here is the DRAW method of my coordinate object.

```
; ************************************************************ *********
PRO CatCoord::Draw, Extra=extrakeywords

   @cat_pro_error_handler

   ; Set up the data coordinate space by setting scaling and window
   ; system variables.

   ; Calculate scaling factors.
   self._xs = Normalize(self._xrange, Position=[self._position[0],
              self._position[2]])
   self._ys = Normalize(self._yrange, Position=[self._position[1], $
              self._position[3]])

   ; Load system variables.
   !X.S = self._xs
   !Y.S = self._ys
   !X.Window = [self._position[0], self._position[2]]
```

```
   !Y.Window = [self._position[1], self._position[3]]

   ; Done.
   self -> Report, /Completed

END
;  ********************************************************** *********
```

Cheers,

David
--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/

Subject: Re: how to save image in full size
Posted by David Fanning on Sun, 11 Jun 2006 16:32:16 GMT
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David Fanning writes:

> The coordinate system for a typical image is easy to set up,
> given a POSITION in the window, and XRANGE and YRANGE
> values that describe the extent of the coordinate system
> in X and Y. Here is the DRAW method of my coordinate object.

I probably should mention that the coordinate object
is "drawn" prior to any graphics (including the image)
being drawn into the window. This is so the data coordinate
system can be established. Once it is established, I can
convert from DEVICE or NORMAL coordinates to DATA coordinates
with the usual COORD_CONVERT. For example, if an overlay
position is chosen interactively in DEVICE coordinates
with the mouse, I can immediately convert it to DATA
coordinates when I save the overlay position in my program.

All output, then is done in DATA coordinates, which acts to
position overlays appropriately when displaying into a
window of any size. All that has to happen is that the
coordinate system is "drawn" prior to display.

Cheers,

David
--

David Fanning, Ph.D.
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Coyote's Guide to IDL Programming: http://www.dfanning.com/

Subject: Re: how to save image in full size
Posted by heqjxiaoyao on Mon, 12 Jun 2006 00:54:51 GMT
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thanks for your help!
i'll try to do it