
Subject: Re: how to keep an image object in the window?

Posted by [Michael Galloy](#) on Sun, 24 Sep 2006 21:42:36 GMT

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yy wrote:

> Hi there,
> I have a basic question about object. In my simulation, I want to
> display some 3D data, read the image displayed in the window and save
> the 2D image as one movie frame. When I display the image by using
> object graphics, I found that it will be erased by other windows which
> happened to be on top of it. In that situation, what I read in will be
> the content in the top window not the 3D data I displayed. This is
> really bad for me b/c limited by the storage space, it takes more than
> a day to run the whole program and get all the data. If I have to keep
> the displaying widow always on top, I can't do any other things while
> the program is running and I have to even turn off the screen saver. I
> don't know if there is some way to solve this problem. I found that
> even the examples given in IDL help has this problem. Could anybody
> help me about this? Thanks a lot!
>
> Jingyi
>

I have had weird issues with things like that too. I can't remember exactly what was going on, but since you just want to get frames for your movies and you're not looking at the frames anyway, try rendering them to an IDLgrBuffer instead of an IDLgrWindow.

Mike

--

www.michaelgalloy.com

Subject: Re: how to keep an image object in the window?

Posted by [David Fanning](#) on Mon, 25 Sep 2006 00:27:34 GMT

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Michael Galloy writes:

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> I have had weird issues with things like that too. I can't remember
> exactly what was going on, but since you just want to get frames for
> your movies and you're not looking at the frames anyway, try rendering
> them to an IDLgrBuffer instead of an IDLgrWindow.

This is a good suggestion. You could also make sure this window was on top (WIDGET_CONTROL, windowTLB, /SHOW) before you tried to take a snapshot of it. I've also had to put a small WAIT into

my code, on occasion, to make sure the window made it *completely* to the top before processing.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Subject: Re: how to keep an image object in the window?

Posted by [yy](#) on Mon, 25 Sep 2006 21:30:27 GMT

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Michael Galloy wrote:

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> exactly what was going on, but since you just want to get frames for
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>

> Mike

> --

> www.michaelgalloy.com

Thanks a lot for your suggestion! It works well!

Jingyi

Subject: Re: how to keep an image object in the window?

Posted by [Rick Towler](#) on Mon, 25 Sep 2006 23:54:48 GMT

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As you know, Michael's suggestion is the way to go.

The only thing to consider is that when drawing to an IDLgrBuffer IDL uses the software renderer. In your case this doesn't matter since you're rendering IDLgrVolume objects which force IDL to use the software renderer anyways. But sometimes you want/need to use the hardware renderer. In these cases you have to render to IDLgrWindow and the only solution to your type if problem is to just start recording your animation and take the rest of the day off :) er, I mean go to the library and catch up on the literature...

-Rick

Michael Galloy wrote:

> yy wrote:

>> Hi there,

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>> display some 3D data, read the image displayed in the window and save
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>

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> Mike

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> www.michaelgalloy.com