
Subject: How to get a very large 2D projected surface image

Posted by [Hongkai](#) on Sat, 09 Dec 2006 04:19:08 GMT

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Hi, folks,

My problem is about getting 2D projected surface image as large as 20000*20000 pixels.

I have a surface data image (DEM) of 600*600 pixels, and a TEXTURE_MAP image of 20000*20000 images. The TEXTURE_MAP image is to be texture mapped onto the surface.

I want to get a projected view of this surface and save the projected view as a 20000*20000 image.

I used the IDLgrObjects:

```
oSurface = OBJ_NEW('IDLgrSurface', DemImg, STYLE = 2, AMBIENT=[255,
255, 255] )
oImage = OBJ_NEW('IDLgrImage', TextureImg, INTERLEAVE = 0,
/INTERPOLATE)
oSurface -> SETPROPERTY, TEXTURE_MAP = oImage, COLOR = [255, 255, 255]
;
oModel = OBJ_NEW('IDLgrModel',LIGHTING=2 )
oModel -> Add, oSurface
oView = OBJ_NEW('IDLgrView',PROJECTION=2,COLOR=[138,209,255] )
oView -> Add, oModel
```

Then I tried the IDLgrWindow, IDLgrBuffer, IDLgrClipboard to get the projected image from oView, but their maximum dimension limit are 4096*4096, so I can't get a desired 20000*20000 image.

How to deal with this? Thank you very much!
