Subject: Re: huge image file.
Posted by natha on Tue, 09 Jun 2009 17:48:05 GMT
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Using object graphics the IDLgrbuffer and the IDLgrclipboard have the limitation of 4096x4096. I'm not sure if using direct graphics the limitation is the same, but I think is it.
Maybe you can create an image and congrid its data. Using object graphics, you can try something like this:

```
buffer=OBJ_NEW('IDlgrBuffer',DIMENSIONS=[4096,4096])
buffer->Draw, view ;; the view where you've the data

oImage=buffer->Read() ;; you get the image
oImage->GetProperty, DATA=data_image ;; the data of the image
data=CONGRID(data,4,12000,12000) ;; create the big image

WRITE_PNG, filename, data ;; save the image in a png file
```

I think this is possible. Using direct graphics you can do something similar with the Z-buffer and TVRD procedure. Creates a 4096x4096 image and then you can congrid the image in order to obtain your poster
Cheers,
nata

Subject: Re: huge image file.
Posted by mankoff on Tue, 09 Jun 2009 19:02:19 GMT
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On Jun 9, 1:07 pm, "R.G. Stockwell" <noemai...@please.com> wrote:
> I would like to make a poster presentation, so I want to
> create an image that is something like 300 dots/inch*40 inches
> (i.e 12,000 pixels long) and perhaps 8000 high.
>
> Anyone do anything like this before?
>
> I'd actually have the data to create the image that large, that'd be the
> point of the presentation.
>
> It looks like that is not possible in postscript, so I was thinking create
> a huge jpg in the z-buffer or something like that.
>
> any ideas on the best way to do this?
>
> cheers,
> bob

I'd produce sections and then try to use ImageMagick to assemble.

-k.

Subject: Re: huge image file.
Posted by dcleon@gmail.com on Wed, 10 Jun 2009 13:46:29 GMT
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On Jun 9, 1:02 pm, mankoff <mank...@gmail.com> wrote:
> On Jun 9, 1:07 pm, "R.G. Stockwell" <noemai...@please.com> wrote:
>
>
>
>
>
>> I would like to make a poster presentation, so I want to
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>
>> any ideas on the best way to do this?
>
>> cheers,
>> bob
>
> I'd produce sections and then try to use ImageMagick to assemble.
>
> -k.

I've actually done this: Create an object graphics hirearcy, then use
VIEWPLANE_RECT to scan through chunks. It turns out that routines like
WRITE_PNG don't have the same dimensional limits as IDLgrBuffer does,
so the image can be reassembled in IDL before using something like
write_png to output a file.

I'll dig up the code I used for this to make sure that what I
described is actually what I did.
Cheers
dave

Subject: Re: huge image file.
Posted by pgrigis on Wed, 10 Jun 2009 14:46:41 GMT
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On Jun 9, 1:48 pm, nata <bernat.puigdomen...@gmail.com> wrote:
> Using object graphics the IDLgrbuffer and the IDLgrclipboard have the
> limitation of 4096x4096. I'm not sure if using direct graphics the
> limitation is the same, but I think is it.

No, direct graphic windows (at least in the X device) can be larger
than
that. There's still a limit somewhere of course, but it is not 4096.

Ciao,
Paolo

> Maybe you can create an image and congrid its data. Using object
> graphics, you can try something like this:
>
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>
> WRITE_PNG, filename, data ;; save the image in a png file
>
> I think this is possible. Using direct graphics you can do something
> similar with the Z-buffer and TVRD procedure. Creates a 4096x4096
> image and then you can congrid the image in order to obtain your
> poster
> Cheers,
> nata

Subject: Re: huge image file.
Posted by R.G. Stockwell on Thu, 11 Jun 2009 17:51:38 GMT
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thanks all, some good suggestions.

cheers,
bob