
Subject: Using IDLgrShaderBytscl on Windows to display floating-point image data quickly.

Posted by [kagoldberg](#) on Thu, 10 Dec 2015 17:26:49 GMT

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I'm having anomalous hard crashes on Windows7 that I've isolated to my using of IDLgrShaderBytscl as the SHADER object in an IDLgrImage. Everything works perfectly on the Mac side. I wonder if anyone has gone through a debugging process with this, like I am now.

In a nutshell, I want to keep image (IDLgrImage) raw data in floating-point format. I set the IDLgrShaderBytscl's OUT_RANGE to [0b,255b] for display, and I adjust the IN_RANGE to fit my raw data. I set the IDLgrShaderBytscl's UNIT_IN_RANGE to 4 for floating-point, and set the IDLgrImage INTERNAL_DATA_TYPE to 3, which is Float32.

When I Draw on the Mac, everything is great and so much faster than bytscl()! On Windows, I can see that it can work without crashing in some circumstances when RENDERER=0 (Hardware) in the widget_draw's IDLgrWindow. But, I think, in cases where it defaults to software rendering, RENDERER=1, it goes poof when drawing the image in this manner.

Any ideas out there for this? Thanks
