Subject: Smooth scrolling zoom in draw widget; how?
Posted by kak on Thu, 09 Jan 1997 08:00:00 GMT
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I use a scrollable draw widget to display large images (up to 2048x2048)
at full resolution (viewport is 512x512 or 1024x1024 depending
on screen resolution).

The problem is: users want to zoom into images and keep the smooth
scrolling viewport for the expanded image . If I simply blow up my image
by the required factor, the size will quickly increase beyond
the computers memory.

I thought about keeping the original byte scaled image as byte array
or as pixmap. For each viewport scroll event I would calculate the
portion of the zoomed image to display from the current viewport
coordinates. Then I would take the respective subarray of the image
and extend it using rebin(subarr, view_port_x, view_port_y, /sample)
and finally display it in the viewport.

I doubt that this is efficient enough to provide the illusion of smooth
scrolling.
Has anybody a better idea?

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Subject: Re: SMOOTH
Posted by pit on Fri, 20 Jun 1997 07:00:00 GMT
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In article <33A960A1.17B7@astrosun.tn.cornell.edu>,
JD Smith <jdsmith@astrosun.tn.cornell.edu> writes:

> In my case, I was smoothing a positive definite
> image, and the smoothed image contained bands of negative values! I
> think arrays which contain a wide dynamic range of values are most
> susceptible. Converting to double precision seems to solve the problem,

Maybe it's an overflow like in

IDL> print,32767+10
-32759

Shure this would be a bug, but it explains the behaviour

Peter

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