
Subject: rendering device for window objects

Posted by [Markus Landgraf](#) on Wed, 12 Aug 1998 07:00:00 GMT

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Hi IDL gurus,

I like to render a 3d scene as object graphics model to a very big bitmap (about 8000x8000 pixel). I found that the window object has a limited size. Is there a way to render graphic objects to 'virtual' pixmaps, which may be stored in files on the filesystem?

Thank you very much in advance,

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