
Subject: Mysterious disappearing objects (bugs in IDLgrWindow::Draw)

Posted by [m.lowry](#) on Wed, 29 Aug 2001 14:07:16 GMT

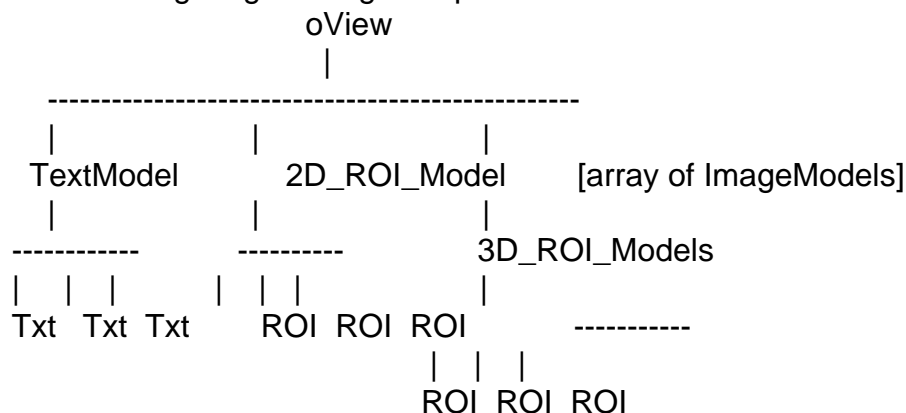
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Hello All,

I'm new to this group but have been watching for a couple of weeks and seen the expertise that is present here DF, CM ... So maybe somebody can help me out.

I've constructed an object that displays medical images acquired in 4D, ie x, y, z & time (typical dimensions 256 x 256 x 10 x 35). Onto the display I can draw ROIs and attach them to the models. Now come the tricky bit, the regions can be viewed on all slices in the volume OR only on that slice on which they were drawn (slice number stored in UVALUE of IDLgrROI). I call this 2D & 3D mode respectively and provide a button to toggle between them. Sometimes when I do this some of the ROIs don't get redrawn! When I interrogate the graphics model hierachy (?sp.) they are clearly in the right place but dont appear on the screen! Are there either bugs in IDLgrWindow::Draw or am I missing something in the transfer?

The following diagram might help:



Only 1 imagemodel is connected to the view at any one time and this carries with it its own 3D_ROI_Model and ROIs. The trick in the 2D/3D switch is to remove ROIs from 3D_ROI_Model and add them to 2D_ROI_Model, or vice-versa.

Q: Why do some of the ROIs disappear?

Frustratedly yours

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