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Subject: Re: Object Graphics: Black Box

Posted by [Adam Rankin](#) on Thu, 23 Aug 2001 19:15:43 GMT

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> Adam Rankin (arankin@irus.rrl.on.ca) writes:

>>

>> A fun one to throw at you...

>> I load a widget\_draw and give it the GRAPHICS\_LEVEL=2 keyword...

>> I make an IDLgrImage, IDLgrModel, IDLgrView and a IDLgrScene

>> and add them appropriately using data retrieved by READ\_DICOM

>> (I tested the data with TVSCL and it works)

>> but when I load it into this draw widget all that appears is a black box!

>>

>> Any suggestions?

>

> Uh, you are looking at the first pixel in the image. :-)

>

> But don't worry, this is almost inevitably

> what new object graphics users look at

> when they first start. (If they can see

> \*anything\* in their window.)

>

> You have to make the arbitrary coordinate system

> of the viewplane rectangle match the coordinate

> system of the image. In your case, I would probably

> try setting the viewplane rectangle like this:

>

> olmImageView = obj\_new('IDLgrView', \$

> VIEWPLANE\_RECT=[0,0,128,128])

>

> Assuming the image is 128 by 128, that will fill

> the image up in the window. (Which may or may not

> be what you want.) But at least you will see

> \*something\*, which is always half the battle with

> object graphics. :-)

>

> If you want another example, see my XImage program

> here:

>

> <http://www.dfanning.com/programs/ximage.pro>

>

> Cheers,

>

> David

>

> --

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Once again, another problem solved.  
Of course it worked and I can see the image wonderfully...  
Thanks for your help.

-Adam

(oh and I got a good kick out of the fact that you can easily recognize a  
newbie object graphic programmer.)~

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