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Subject: Re: Object Graphics: Black Box  
Posted by [David Fanning](#) on Thu, 23 Aug 2001 19:09:36 GMT  
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Adam Rankin (arankin@irus.rii.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:

```
oImageView = 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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