Subject: Re: Object Graphics: Black Box Posted by David Fanning on Thu, 23 Aug 2001 19:09:36 GMT View Forum Message <> Reply to Message

Adam Rankin (arankin@irus.rri.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 coordinatee 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:

```
olmageView = 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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Coyote's Guide to IDL Programming: http://www.dfanning.com/ Toll-Free IDL Book Orders: 1-888-461-0155