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Subject: Re: Newbie question again - Marking region of interest

Posted by [David Fanning](#) on Thu, 25 Oct 2001 22:28:04 GMT

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Akhila (idlfreak@yahoo.com) writes:

- > There is a program available - drawline.pro which, aids in drawing
- > manual contours, but this program is written using Direct Graphics.
- > The code i've written to perform zooming, translation etc are in
- > Object Graphics.
  
- > I want to perform the operation of drawing contours in the same image
- > that's zoomed and translated. Is it possible for me to use the Object
- > graphics method to display the image and then use the direct graphics
- > method to draw contours on them.
- >
- > It'd be of great help, if any of u could tell me, how to merge object
- > graphics and direct graphics. Is it possible???

It is not possible to combine direct and object graphics. The two graphics systems are completely different and independent. You must choose one or the other for any particular graphics window.

The program ZOOMBOX on my web page shows how to draw a rubberband box on object graphics.

It shouldn't be terrible difficult to take the principles learned in DrawLine and apply them to drawing a freehand line in object graphics.

Putting the points into an IDLgrROI object rather than a polyline object is trivial.

(At least it is suppose to be. With object graphics, you never really know until you try.)

Cheers,

David

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