Subject: Re: Moving an ROI
Posted by Andre Kyme on Wed, 05 Dec 2001 21:55:48 GMT
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Thanks Pavel,

I had rewritten the move ROI program yesterday and it seems to be more robust. I use the set_graphics_function argument (to the device), and set this equal to 6 (XOR mode) so that the ROI "floats" over the image. When a new position is detected, the old position is replotted to make it disappear and the new position plotted. This is all OK.
Now about the edges:
As you say, by defining a new ROI equal to (Xverts > 0)AND(Xverts < xMax), and similarly for Y, we create a new ROI that fits in the draw widget and has its edge along the draw widget boundary if there is any part of the ROI outside the allowed region.
Another way would be to form a bit mask for the Xverts, setting equal to 1 wherever the vertices are in the allowed region, and doing the same for the Yverts. If we then AND these two masks and finally do a WHERE on the result, we can plot Xverts[result], Yverts[result]. The problem I see with this is that if we are over the boundary, the ROI stops at the point(s) of contact. I eventually want the total counts inside the ROI, which means that I need to CLOSE it off first, before doing a polyfillv. If I used this last method as is, the ROI would be truncated by simply drawing a line from one point of contact to the other - what I really want is the boundary to follow the edge of the draw widget where it has crossed the draw boundary. Closing off the region isn't so simple as far as I can see. I think you probably know what I'm talking about even if this explanation is incomprehensible!

Maybe I'll go for the first method.

Thanks for your reply Pavel,

Andre