
Subject: Re: Moving an ROI

Posted by [Pavel A. Romashkin](#) on Wed, 05 Dec 2001 16:55:42 GMT

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Nobody replied. I guess a routine is not there. But it seems simple to write one. Once you have a ROI, all it is is just a polygon. With motion events on, just add delta X and Y to its Data property and redraw the view. Edges need a special thought, seems to me. First, have you decided how do *you* want them treated? If you trim the ROI, you need to redefine Data because IDLgrPolygon has no *Range properties. I did this by keeping the original ROI data in Uvalue, then trimming Data as Data = [[X_min < Data[0,*] < X_max], [Y_min < Data[1,*] < Y_max], [Data[2,*]]], then redrawing.

If you want to expand the plot range as ROI gets dragged past the edge, you need to rescale the plot and change axes limits. Although I anticipate somewhat jerky screen updates with large plots, it also seems simple. For data processing, just reuse the data from Uvalue (the original ROI).

Pavel

Andre Kyme wrote:

>
> Hi everybody,
>
> Anyone know of a routine to move an ROI around in a draw widget? I've
> collected the ROI coordinates and now want to adjust its position. Wrote
> a bit of code that's kind of working but is very dodgy when the ROI gets
> to edges. Thanks for the help,
>
> Andre Kyme
>
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