
Subject: Re: Moving an ROI

Posted by [Andre Kyme](#) on Fri, 07 Dec 2001 01:00:53 GMT

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Hi Pavel,

Not using objects I'm afraid, just run-of-the-mill stuff.

I've gone with the mask method and got it up and running - the truncation of the ROI at the edges occurs by drawing a line from the points of contact rather than following the boundary, but this is OK because the ROI is actually considered unacceptable unless the entire array of X and Y vertices are within the draw widget area.

Think it works OK - but I've said those famous last words before.

Maybe I'll look into objects next year,
Thanks,
Andre
