
Subject: sec : U Re: "marching ants" rubberband box
Posted by [Andrew Cool](#) on Fri, 06 Sep 2002 01:35:48 GMT
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"Ted Graves" <graves@helix.mgh.harvard.edu> wrote in message
news:dcd95cfc.0209040921.76329af2@posting.google.com...

> Hi all,
>
> Just wondering if anyone had implemented (or knew of a simple way to
> implement) a "marching ants" rubberband box. I'm working on a program
> involving ROI analysis and would like a better of identifying the
> selected ROI than just changing its color. I didn't see anything on
> this subject in David's tips archive or elsewhere in the IDL-verse.
> Perhaps it is not efficient within an IDL framework ... I can't see
> any way to do it short of essentially rewriting PLOTS. Any clever
> ideas appreciated!
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> Ted
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Hi Ted,

No doubt one of the Gurii will produce a decent "marching ants"
soon, but in the meantime here's a simple Direct Graphics attempt
with the ants "marking time", i.e. marching on the spot.

Andrew

PRO Marching_Ants1

; A.D. Cool 05-Sep-02 Marching Ants "Marking Time"

loadct,0

roi_ex ; an amended example from RSI doco

END

PRO roi_ex

Device,decomp=0

device,set_graphics = 3

; Load and display an image.

img=READ_DICOM(FILEPATH('mr_knee.dcm',SUBDIR=['examples','da ta']))

img_size = SIZE(img)

window,xsize=img_size(1)*2,ysize=img_size(2)*2

TV, REBIN(img,img_size(1)*2,img_size(2)*2)

; Print instructions.

PRINT,'To create a region:'

PRINT,' Left mouse: select points for the region.'

PRINT,' Right mouse: finish the region.'

; Collect first vertex for the region.

CURSOR, xOrig, yOrig, /UP, /DEVICE

Device,set_graphics = 6

PLOTS, xOrig, yOrig, PSYM=1, /DEVICE

xc = xorig & yc = yorig

;Continue to collect vertices for region until right mouse button.

x1 = xOrig

y1 = yOrig

while !MOUSE.BUTTON ne 4 do begin

 x0 = x1

 y0 = y1

 CURSOR, x1, y1, /UP, /DEVICE

 xc = [xc,x1] & yc = [yc,y1]

 x2 = x1

 while x2 eq x1 AND !MOUSE.BUTTON ne 4 Do Begin

 PLOTS,xc,yc,linestyle = 2,/DEVICE , COLOR = !P.COLOR,thick=1

 wait,0.1

```

    CURSOR, x2, y2, /NOWAIT, /DEVICE
  endwhile
endwhile
PLOTS, [x1,xOrig], [y1,yOrig], /DEVICE
xc = [xc,xorig] & yc = [yc,yOrig]

Device,set_graphics = 3

; Blink on/off using Linestyle=2 for Dashed lines.
print,'Hold down Mouse button 1 to finish.'
XYOUTS,0.5,0.9,'Hold down Mouse button 1 to finish.',align=0.5

; Blink away until user presses MB 1
Device,set_graphics = 6
While !MOUSE.BUTTON NE 1 Do begin
  PLOTS,xc,yc,linestyle = 2,/DEVICE , COLOR = !P.COLOR,thick=1
  CURSOR, x1, y1,/nowait, /DEVICE
  wait,0.3
  PLOTS,xc,yc,linestyle = 0,/DEVICE,COLOR = !P.COLOR,thick=1
End

; replot in solid colour
Device,set_graphics = 3
PLOTS,xc,yc,linestyle = 0,/DEVICE,COLOR = !P.COLOR
print,'Fin!'
END

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