Subject: Re: IDLgrROIgroup woes
Posted by btupper on Tue, 10 Sep 2002 20:00:12 GMT
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On Mon, 9 Sep 2002 07:01:05 -0600, David Fanning <david@dfanning.com>
wrote:

>> So, have I bumped into a bug or am I trying to misuse the
>> IDLgrROIgroup?
>
> I think you have discovered an undocumented feature! :-)
>
> It doesn't surprise me that ROIs in an ROI-group have
> to be the same type. There are operations you want to
> apply to the group (e.g., through the IDLanROIGroup
> object) such as computing masks, etc. that would be
> impossible given contained ROIs of different types.
>
> If you just want a convenient place to store these
> objects, and you don't have any intention of using
> the ROIGroup properties, you can use an IDL_CONTAINER,
> of course.
>

Hi and thanks,

Ah! He jauntily juts out his chins and ventures forth into unknown
territory!

I see what you mean about some of the computations... and that makes
sense. This issue has surfaced before for me. I'm handed a number of
contours in X,Y, Value format. These I must display (including
labels) without the benefit of calling CONTOUR - since I have these
contours in hand. Usually it a no brainer - just call PLOTS - but
where to put the labels? Legends are the solution but not
necessarily the one I hoped for. Plus, I want them to be available
for object and direct graphics in one convenient bundle. I was hoping
that IDLgrROIgroup would allow me to organize the contours for given
contour Values together. I think you are right that I should organize
these in my own Container... in this case, an IDLgrModel I suspect.
That way the user can turn various contour Values on/off via the HIDE
property, and I can simply stuff them into an IDLgrView for object
graphics.

This is one of those times when I wish I could make the map
transformations work in object graphics. I keep thinking that a
programmer could set up the map transforms in a hidden DG window -
then copy the scaling and offsets into a OG destination... it seems so

simple in my daydreams!

Thanks again,
Ben
