Subject: Re: iTools questions
Posted by David Fanning on Fri, 29 Aug 2003 05:34:35 GMT
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Mark Rivers writes:

- I've started to work with the iTools, and they look great. I have a q
- > question I wonder if anyone can help me with.

>

- > If I create an instance of an iTool, for example, ilmage, how can I
- > force the iTool to display a new data set from my application (or from
- > the IDL command line for that matter)? For example:
- > IDL> a = dist(100)
- > IDL> ilmage, a, ident=id
- > IDL > b = dist(256)

>

- > Now I would like to display "b" in my ilmage. I don't want to use the
- > File/Import/IDL Variable, I want to be able to do this via an IDL
- > procedure or function call. If I have the object reference for the
- > oParmSet that ilmage creates as IDL variable I can do it easily.

After my rather lukewarm comments about iTools a week or so ago, I've had to learn more about them (I finally got them installed!). I guess I would have to say I am warming up to them a little bit. At the very least I can appreciate the enormous effort that has gone into the system. It's pretty neat. I don't, however, find them particularly easy to use. For example, I've read the iTool Developer's Guide twice and I *still* don't find any mention whatsoever of a "view" or a "scene". I find that strange (and maybe a bit disturbing) for a system that relies on object graphics. At the very least it leaves me scratching my head about how I would build a tool of my own.

Anyway, I think I know how to solve your problem. A quick look at the ilmage code shows the parameter set identified as "Image Parameters", and the image data identified as "ImagePixels". So I proceeded this way:

; Set up the ilmage tool with an image.

ini_image = LoadData(7)
ilmage, ini_image, IDENTIFIER=myImageTool

; Get a reference to the iTool system object:

```
theSystem = _IDLitSys_GetSystem()
  ; The image parameters are stored in the Data Manager.
 ; Get them.
 imageParams = theSystem -> $
   GetByldentifier("/Data Manager/Image Parameters")
 ; Get the original data out of this object and display
  ; it to be sure you know what you are doing. :-)
 imageObject = imageParams -> $
   GetByIdentifier("Imagepixels")
 ok = imageObject -> GetData(orig_image)
 TV, orig_image
 ; Replace the original image with a new image.
 newImage = LoadData(5)
 ok = imageObject -> SetData(newImage)
Walla! The new image axes are even scaled appropriately.
Got to like that! :-)
You might need my LOADDATA program to run this code:
 http://www.dfanning.com/programs/loaddata.pro
Cheers,
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