Subject: Re: Still getting trouble with ROI's
Posted by Nuno Oliveira on Tue, 03 Feb 2004 11:02:40 GMT
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At this stage I'm trying to build an application that draw and manages ROI's, with some requirements but still trying to make it simple. My priorities make that I'm trying to maximize the use of idl functions. And then when finished, if I still have time for development then I make some functions of my own. That was the reason why was making use of cw_defroi

(and I'm still trying)

Besides drawing, it should allow the user, to move and eventually resize, and to save and load. I was thinking of making it through x and y indices. I can "see" if the user presses the arrows and then affecting the indices. For resizing, checking if the user clicks the border and then .

I haven't think in the solution for all options. But for now it is clear that if I want to manipulate the roi I need to get the indices in the (x,y) form.

"David Fanning" <david@dfanning.com> wrote in message
news:MPG.1a883b05b7f372e19897cd@news.frii.com...
>
> I presume you are trying to draw a polygon, right? And you
> want the coordinates of the polygon, *not* the indices of
> the points inside the polygon. Is that right? The requirement
> for my program is that the ROI points be drawn in a freehand
> way. Does that bother you?
>
> Give me a day or two. Perhaps late tonight, although--of course--
> that will mean a LOT more testing on your part. :-)
>
> Cheers,
>
> David
> --
> David W. Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Phone: 970-221-0438, E-mail: david@dfanning.com
> Coyote's Guide to IDL Programming: http://www.dfanning.com/
> Toll-Free IDL Book Orders: 1-888-461-0155