Subject: Object or direct graphics?
Posted by newsgroupie2003 on Wed, 29 Dec 2004 02:22:29 GMT

Hi,
 Firstly, thanks to David Fanning for a reply to an earlier post of mine on some dicom issues - due to some problems at google with newsgroup message retrieval I can't reply to posts.. (Hope they fix that soon). Thanks for the tip, it solved the problem perfectly and i was delighted to see that the IDL dicom reader beat that of Matlab by at least a factor 10.

I am working on a gui that basically consists of a free floating viewport with a multiframe image series together with a "main" GUI where ROI statistics appear when ROIs have been marked in the viewport.
a) I want to be able to scale the viewport image dimensions with (if not a float) an integer factor.
b) I need to make arbitrary ROI overlays in the viewport.

I am new to IDL (but experienced in Matlab) and trying to figure out which way to go about it.

Should i use object graphics or is that overkill? I have seen some posts here indicating that the scaling of the viewport might is easier solved using object graphics, but it also seems more complex to program.
Any comments greatly aprreciated!
Best regards
Soren