Subject: Re: GUI strategy advice needed
Posted by n on Mon, 23 May 2005 15:46:53 GMT
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Hello David,
Thanks for your advice. Yes, lernig OG was also a part of the reason why I
chose that solution.
I downloaded your vcolorbar and it is easily controllable, but i have
problem using it in a indexed color mode window. I tried to set grey to 1:
thisImage = Obj_New('IDLgrImage', bar, greyscale=1)
as the image is created, but it seems to always just render in one color,
maybe you have a quick fix?

Thanks for your help!
Bought your book by the way, it's been well worth the investment many times.

Soren

"David Fanning" <davidf@dfanning.com> wrote in message
news:MPG.1cfb7bab16f3879d989a17@news.frii.com...
> Soren writes:
>
>>   I am building a GUI for image display with the following specifications.
>> 1) Choice of colormap
>> 2) Colorbar
>> 3) Window/level setting by mouse drag
>> 4) Scalable display
>> 5) Print function
>> 6) ROI functionality (segmeneted polygon only, multiple ROIs)
>>
>> I had the first 5 done using direct graphics. (2) and (4) using David
>> Fannings colorbar and print routines.
>>
>> I figured that the ROI function was best implemented using Object
>> graphics
>> (OG) as i saw XROI and figured that i then didn't have to worry about a
>> lot
>> of the drawing myself.
>>
>> I was happy with the OG approach until implementing the colorbar using
>> OG.
>> It seems the documentaton is erroneus, or at least i cannot seem to
>> control
>> the colorbar layout.
>>
>> 1) The questions in now - should i stick to OG and is there some way to
>> get

>> Davids colorbar into an OG window.
>> I would like to keep things simple and have all graphics in one window -
>> it
>> makes printing easier.
>
> Direct graphics and object graphics are two completely
> incompatible graphics sub-systems. You cannot mix and
> match in the same graphics window. You could, of course,
> use OG colorbars. I've never understood RSI's OG colorbar
> either, but I have a couple of my web page that may work
> more like what you are expecting. If you go the OG approach,
> you will have to modify all the other things you have done, too.
>
>> 2) Am i right that multiple ROIs are best managed using OG?
>
> No, I doubt it. You may be right that ROIs are best
> managed by objects, but I've never had any trouble at
> all using direct graphics objects to implement all the
> functionality you talk about. I do often find the IDLanROI
> object useful for computing geometry, etc. But I usually
> draw the objects in direct graphics.
>
> I do see the RSI train a'comin', however, and realize that
> anyone committed to direct graphics is going to be
> run over or left in the dust. What you see is what you
> are going to get forever with direct graphics. All the
> innovations (i.e., what you are paying your maintenance dollars
> for) are going to be in the object graphics realm. Maybe
> you would be further ahead to take this as an opportunity
> to learn object graphics.
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming: http://www.dfanning.com/