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Subject: Re: GUI strategy advice needed

Posted by [David Fanning](#) on Mon, 23 May 2005 12:34:20 GMT

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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 (segmented 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

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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