Subject: defining regions of interest in widget programs
Posted by Benjamin Hornberger on Fri, 03 Jun 2005 17:39:54 GMT
View Forum Message <> Reply to Message

Hi all,

It's the first time I'm trying to define and use ROIs, so I have the basic question of what's the best way to do it. Basically, I want to allow the user to define a ROI in a widget program, be able to display it with some kind of color shading (possibly the original image shining through) and manipulate the image pixels within the ROI. I checked the IDL help and the newsgroup archive and drew the following conclusions (without doing much testing yet):

- 1. DEFROI is not for widget programs.
- 2. CW\_DEFROI is meant to do what I want, but is kind of clunky. According to the source code, it's been written 1993 and never updated.
- 3. XROI would actually work well, but (1) opens the image in its own window, while I would prefer to define the ROI in my existing draw widget, and (2) offers tons of options which will confuse the user (statistics, histogram, multiple ROIs, even loading a new image) and which I would preferably not offer to him.
- 4. David recommends to write your own code to define ROIs. As I understand it, I would include some code to draw a freehand or polygon path and then use POLYFILLV to get all indices of the ROI.

I'd appreciate any comments and recommendations. Does anyone has home-made code to do the job?

Thanks, Benjamin