Subject: Re: None
Posted by Benjamin Hornberger on Wed, 08 Jun 2005 15:46:43 GMT

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Rainnie, JA (John) wrote:
> Hi Benjamin
>
> What sort of ROI did you have in mind - a rectangular ROI defined by 2
> points or a freehand type?

Freehand, but it would be nice to have a selection of tools for
rectangle, ellipse, polygon and freehand.

Benjamin

>
> John
>
> -----Original Message-----
> From: Benjamin Hornberger [mailto:benjamin.hornberger@stonybrook.edu]
> Posted At: 03 June 2005 18:45
> Posted To: idl-pvwave
> Conversation: defining regions of interest in widget programs
> Subject: defining regions of interest in widget programs
>
>
> 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.
>

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> 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
>