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Subject: Re: Creating Panels in iTools

Posted by [Robert Barnett](#) on Wed, 23 Nov 2005 02:02:42 GMT

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How can there be any image processing functions which are available in iTools but not available in the generic IDL language? That seems to be very odd to me. Surely you could just copy the iTools code for the fantastic filtering function you like and paste it into your own GUI.

I don't think that iTools is really useful for creating completely new user interfaces. ITools is excellent if you have a filter or some generic function which you want to embed into the iTools UI but anything beyond that, and the complexity seems to spin totally out of control.

If you *have* to extend iTools for creating a new user interface then I would recommend embedding an iTools Window into a separate widget program. Present your thumbnails in a widget draw which is outside the iTools context (and actually on the left hand side!). There is an example of embedding iTools by Adam O'Connor (in the RSI codebank under My\_iTools\_Program.zip).

For your application, when the user clicks on the widget draw containing the thumbnails it will trigger an ordinary everyday event callback. You can programmatically control your iTool from within this callback. In this case you might want to set the data in the iTools window to match the contents of the selected thumbnail.

I've been in a similar situation when developing a GUI for use in medical imaging. Most of my applications consist of a workflow which the end user is supposed to follow step by step. For example:

1. Window image
2. Select beginning and final image
3. Check intermediate image
4. Draw ROI on intermediate image
5. Check statistical results

iTools provides a way of throwing this at the user "all at once". This is great, however, it adds copious complexity for both the programmer and the end-user. If your end users are likely to require all such features at once I guess you're in for a lot of fun, but if they won't notice a thing then why bother?

James Everton wrote:

- > Hello all,
- > This is my first post using google groups, but I have found that a lot
- > of your replies to other topics are extremely helpful and well thought
- > out. So, I would like to pre-emptively thank you for at least reading

> this.  
>  
> Here is my situation right now:  
> I recently started interning at a company that handles satellite  
> imagery, and I have been given the job to create user interfaces (using  
> iTools) that read in and output the images. In the last month, I've  
> started learning IDL and the iTools libraries, so I am a bit of a  
> beginner to all this, but I've been able to create a basic interface  
> that does some of what I want. Unfortunately, I've having a little  
> problem trying to create a UI panel.  
> First of all, I'm able to make a simple panel, but I have not been able  
> to find any help on how to relocate the panel. At the moment, it  
> automatically shows up on the right side of the window with the "image"  
> panel I need, but I would like to place it on the left side.  
> Secondly, I'm having a little trouble with the event handling within  
> the panel. In my panel, I have a series of draw widgets that are  
> essentially thumbnails that I would like the user to be able to click  
> on. However, I'm having trouble understanding how I can register a  
> mouse-click on one of the thumbnails, and then how I can then replace  
> the image in the main window with a blown up version of the thumbnail.  
>  
>> From some of your previous postings, I can tell that not many of you  
> can stand iTools. It seems like there are a lot of better languages I  
> could use to create this, but I need the image processing functions in  
> iTools for later use.  
>  
> Thank you very much for any help you can give me.  
> Sincerely,  
> James Everton

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