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Subject: Re: Cutting/Exclude ROI's based on overlapping

Posted by [Erik\[1\]](#) on Tue, 30 Jan 2007 08:07:45 GMT

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@Ben: I don't work with Z positions. I simply don't want the ROI's to overlap so I want to cut a piece of one ROI like it's a puzzle piece against the other.

@David: Thanks for the info. When I've got some time left I'll look at it!!

Thanks!

On 29 jan, 01:52, Ben Tupper <btup...@bigelow.org> wrote:

> Erik wrote:

>> Hi Folks,

>

>> I have some problems with a ROI based program. I want to cut/exclude  
>> some parts of the ROI's when the ROI is overlapped by another ROI in  
>> the same draw widget.

>

>> As you will know the ROI Data is built like this [ <number of  
>> dimensions>, <corresponding coordinate> ]. I use the IDLgrROI object to  
>> draw and manage my ROI's.

>

>> Is there any method to cut/exclude some parts of a ROI based on  
>> coordinates or other ROI's in a easy way? All info about excluding  
>> areas in ROI's will be appreciated!!

>

>> ErikHello,

>

> I'm not sure I get the whole picture here. Do you mean that you want to  
> clip parts of overlapping ROIs \*only\* when they are displayed? If they  
> are filled ROIs then you could use some Z position trickery to hide one  
> behind the other. Are these ROIs comprised of boundary points?

>

> Ben- Tekst uit oorspronkelijk bericht niet weergegeven -- Tekst uit oorspronkelijk bericht  
weergegeven -

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