
Subject: Re: Annoying ROIs

Posted by [David Fanning](#) on Wed, 18 Apr 2007 15:10:01 GMT

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Robbie writes:

> I've been using IDLanROI and IDLgrROI for a while and each time I use
> them I come to a different conclusion as to how they actually work. I
> seem to always get slightly offset masks from ComputeMask when I
> compare the mask and vertices on object graphics.
>
> I've written a small article and program to demonstrate the problem.
> http://barnett.id.au/idl/annoying_rois/annoying_rois.html

It's pretty clear I got up on the wrong side of the bed this morning because my usual early morning stroll though the newsgroup has left me irritable and annoyed. I really dislike the often sanctimonious tone of "perversion" articles. If I had to spend all my time thinking about and protecting my programs from the unintended consequences of people who intend to use them in perverse ways, I would never write another line of code. I'd find something else to do.

Anyway...

While Robbie's complaint doesn't fall exactly in this category, he is going to suffer the brunt of my irritation this morning. (Reminds me of baboon behavior in a very interesting book I've been reading this week.)

IDLanROI and CONVERT_COORD are separated in time and place by about 20 years of software development. I suppose reasonable people can make good arguments about whether a pixel "location" refers to the center of the pixel or to some point along its edge. Here, clearly, two software developers made different decisions. My guess would be, and I have no data to support it, that centered pixels probably make more sense (and follow the convention of much modern software, including OpenGL, probably) in object graphics than it originally did in direct graphics.

Since these two graphics systems were COMPLETELY different, the opportunity to choose a convention that made things easier in object graphics probably trumped the desire to have a single convention for IDL.

Since CONVERT_COORDS is so useful, I understand why you use

it. But I don't think the person who designed the object graphics system even knew it existed. He probably assumed that if you knew anything about object graphics at all, you would probably be writing your own conversion routines. (I can agree it was a lousy assumption, but I can see him making it. People who design complete graphics systems sometimes have a hard time imagining how the rest of us think.)

I can believe you are annoyed, but I also think you should get over it. There are one or two things about IDL that annoy me, too. :-)
I would get behind a movement to ask ITTVIS to write a CONVERT_COORD routine for object graphics. It could be very, very useful.

Cheers,

David

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Sepore ma de ni thui. ("Perhaps thou speakest truth.")
