
Subject: Re: how to link 2 or more georeferenced images in IDL?
Posted by aleks.franca@gmail.co on Tue, 03 Jul 2007 00:41:40 GMT
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On 2 jul, 16:17, David Fanning <n...@dfanning.com> wrote:

> aleks.fra...@gmail.com writes:
>> I have a GUI with 3 windows for images. I need to develop a function
>> that links the images, just like ENVI does. Is there any procedure or
>> function that I could use to do it? Can anybody give me a help on
>> that?
>
> There is no code for this. But it is nothing more than
> Programming Logic 101. There are only three things to
> keep in mind: (1) Where is your data (in an info or
> state structure, probably)?, (2) Which window do you
> want to draw into (probably also in your info structure)?,
> and (3) What do you want to do in this window?
>
> It's really pretty simple.
>
> Cheers,
>
> David
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Hy David!

I'm sorry, but I couldn't get the idea.

I've built 3 widget_bases with WIDGET_DRAW on them, and I load images from the same area, but diferent points in time into them. My idea is to link these images, so that when I move one image, the other 2 would automatically move. The images are bigger than the window. That's why I want to link them. We can do that in a very easy way with ENVI.

I keep my images in an info.

I want to draw in any of the 3 windows

thank you..
