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 View Forum Message <> Reply to Message

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...