
Subject: Re: ROI Scaling

Posted by [Erik\[1\]](#) on Thu, 02 Aug 2007 09:27:43 GMT

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On 31 jul, 18:49, "Dick Jackson" <d...@d-jackson.com> wrote:

> "Erik" <jansse...@gmail.com> wrote in message

>

> news:1185887600.007960.156080@o61g2000hsh.googlegroups.com.. .

>

>> Hi folks,

>

>> I run into a small problem when scaling a IDLgrROI object. I want the

>> ROI to stretch out so that it's slightly bigger. I'm using the SCALE

>> function to achieve this:

>

>> oRoi->Scale, [1.5,1.5]

>

>> The scale function does what it promised; the ROI grows bigger.

>> Unfortunately the position of the ROI gets messed up and the ROI moves

>> upwards or even out of screen. Does someone know what causes this? I

>> can't find more info or parameters in IDL's helpfile ;-)

>

> The help file says "The IDLanROI::Scale procedure method modifies the vertices

> for the region by applying a scale." To be more clear, that means that all your

> X and Y values are scaled by simple multiplication. If your ROI were centered

> around [0,0] it would work as (I think) you expect, and it would stay "in place"

> and change in size.

>

> To scale in place, try something like this:

>

> ;; Find 'centre' for scaling

> oROI->GetProperty, ROI_XRange=xr, ROI_YRange=yr

> midX = Mean(xr)

> midY = Mean(yr)

>

> ;; Shift ROI to surround [0,0]

> oROI->Translate, -midX, -midY

>

> ;; Scale ROI

> oRoi->Scale, [1.5,1.5]

>

> ;; Shift ROI back

> oROI->Translate, midX, midY

>

> Hope this helps!

>

> --

> Cheers,

> -Dick
>
> --
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Hi Dick,

Thanks for your answer. It seems that you are right about the vertices and the translate function solved the problem for me. My understanding of IDL's logic and math sometimes is a bit messy so thanks for clearing this up ;-)

Regards,
Erik
