
Subject: Re: IDLgrWindow zoomIn bug?

Posted by [Erik\[1\]](#) on Wed, 09 Apr 2008 10:29:51 GMT

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On 8 apr, 17:47, Rick Towler <rick.tow...@nomail.noaa.gov> wrote:

> Erik wrote:

>> On 8 apr, 06:02, David Fanning wrote:

>>> I've never used the ZoomIn/ZoomOut features before. But

>>> I just put it into a program that was zooming in a different

>>> way. For me, when I zoom in, the draw widget gets twice its

>>> current size!! Zoom out, it shrinks down again.

>

>>> I don't know about you, but that is not what I expected

>>> at all. (IDL 6.4 on Windows). I was sort of hoping the

>>> view would zoom in and out. Why would you want the draw

>>> widget changing size!?

>> Wow that isn't what I expected either and I was hoping the same thing

>> as you! I can't check it in 6.4, but in 6.3 it didn't work that way.

>> Well, it seems that I have to continue writing my own zoom code and

>> that it wasn't a waste of time writing it. Only some minor issues I

>> have to face (like re-drawing the ROI's in the same proportion as the

>> zoomed image) ;-)

>

> Erik, How are you zooming? I never use ROI's, but I would think that

> if you are zooming by changing your viewplane rectangle that the ROI's

> would "zoom" too. Here's the zoom method from my camera code:

>

> pro Camera::Zoom, zoom

> ; Zoom the camera view by the specified zoom factor.

>

> compile_opt idl2

>

> if (N_ELEMENTS(zoom) eq 1) then begin

> case 1 of

> (zoom lt -1.0) : self.zoom = (-1.0D / zoom)

> (zoom gt 1.0) : self.zoom = zoom

> else : self.zoom = 1.0D

> endcase

>

> viewplaneRect = dblarr(4, /NOZERO)

> viewplaneRect[0:1] = self.viewcoord[0:1] - \$

> (self.viewRect[2:3] / (2.0D * self.zoom))

> viewplaneRect[2:3] = self.viewRect[2:3] / self.zoom

>

> self -> IDLgrView::SetProperty, VIEWPLANE_RECT= viewplaneRect

> endif

>

> end

```
>  
> Set up the vars that store the initial state once, after you have set up  
> your initial view:  
>  
> self -> IDLgrView::GetProperty, VIEWPLANE_RECT=viewplaneRect  
> self.viewRect = viewplaneRect  
> self.viewcoord[0] = ((2. * self.viewRect[0]) + $  
>   self.viewRect[2]) / 2.  
> self.viewcoord[1] = ((2. * self.viewRect[1]) + $  
>   self.viewRect[3]) / 2.  
>  
> -Rick
```

Hi Rick,

Thank you very much! Altering the viewplane_rect property does the trick for me. Great!

Regards,
Erik
