
Subject: Transformation of Objects and Models
Posted by [Erik\[1\]](#) on Mon, 18 Aug 2008 10:37:34 GMT
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Hi all,

I'm working on a piece of code to make the handling of IDLgr objects a lot easier (IDL 6.3). The goal is to easily select some visual objects like ROI's, Lines and Text and move / resize or rotate them in the drawwidget.

I used the translate/rotate/scale functions of the IDLgrROI / IDLanROI object a lot and it does exactly what it's supposed to do. But unfortunately the other IDLgr objects (like; IDLgrPolyLine, IDLgrText) does not have the transformation functions that the ROI object has :- (. For example, to move a polyline, I cannot use the code oLine->Translate, tx, ty. Instead I must retrieve and alter the DATA property. To move a IDLgrText object, this must be done with the LOCATION property... and so forth.

To make things easier I expected the IDLgrModel object to supply the solution for me, because the model has the same transformation functions as a ROI. At first glance, it seems to work. When I add a line to a model and give a translate command, the line get moved as expected. Same story for IDLgrText and IDLgrROI objects, so I suppose this works for any object that can be added to a model.

My complaint however, is that the actual DATA of the IDLgr Objects stays the same! When I move a line to the right on my window, I also want the Object's X-data to be changed! It seems like the transformation of the Model does not do this :- (.

I can understand if the Model is not meant to change this data, but why doesn't have all IDLgr objects the same commands for transformation? Now I have to type-check every object and execute different commands for each type. Very, very annoying if you ask me...

Regards,
Erik
