
Subject: Re: Add and manipulate a visualization to standard Itool

Posted by [kidpix](#) on Tue, 17 May 2011 13:22:38 GMT

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I'm still sinking in the Object Graphic Lands, but it seems a little better now...

About my primitive question, I achieved good results modifying the IDLitVisPolyline creation routine, located in `lib/itools/components/idlitvispolyline__define.pro`

The IDLitVisPolyline::Init subclasses the IDLitVisualization superclass, but "forgets" to set the MANIPULATOR_TARGET keyword.

Setting MANIPULATOR_TARGET in the IDLitVisPolyline class instantiation in OBJ_NEW , it is passed through the _EXTRA keyword mechanism and it seems to work properly. So, in the original code I changed:

```
visoROI = OBJ_NEW('IDLitVisPolyline',/REGISTER_PROPERTIES,/MANIPULATOR_TARGET)
```

Now I'm experimenting a little with IDLitVisRoi, IDLgrROI etc...

In the iTool Programming Manual - IDL Version 7.1 pag 199 they said:

"IDLitVisRoi

Defines and displays a polygonal region of interest.

Visualization type: IDLROI

Data Types Accepted

- Vertex data: IDLARRAY2D"

any guess how define a IDLARRAY2D data?

Thanks folks!

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