Subject: Re: Mixing object and direct graphics
Posted by David Fanning on Sun, 17 Feb 2013 17:36:04 GMT
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wlandsman writes:

> I'm working on a very large widget image analysis program, which uses direct graphics (so the GRAPHICS_LEVEL keyword to WIDGET_DRAW is set to its default value of 1).   I'd like to add a spinning crosshair cursor so that I can measure angles on the image.   I have done this successfully in a little object graphics program (i.e. setting GRAPHICS_LEVEL = 2 in WIDGET_DRAW) using the TRACKBALL object.   Will I be able to use the TRACKBALL object in my large direct
graphics program?   I suppose I will find the answer myself soon enough, but perhaps someone has experience with this.
>
> Alternatively, can someone recommend an interactive method for measuring angles on a direct graphics image?

There is absolutely no way to combine direct graphics and object
graphics routines in the same graphics window. They are two utterly and
completely separate systems.

There is an angle measuring tool built into the Catalyst Library:

  http://www.idlcoyote.com/programs/zip_files/catalyst.zip

To see how it works, simply run the Catalyst example program and find
the angle measuring tool as the last tool on the right-hand side of the
medical image example. The tool is written in direct graphics.

   IDL> catalyst

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")