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Subject: Use IDLanROI or not

Posted by [Helder Marchetto](#) on Mon, 03 Jun 2013 13:48:49 GMT

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Hi,

I'm confronted with a philosophical question that has probably been answered in this group already, but I wanted to check on it again.

I have my own piece of software that shows images, manages the scaling, the cross-sections and integration over stacks.

To analyze my images I have been defining my own ROIs as squares/rectangles, circles, hexagons and free hand via xROI. Now in xROI I store the objects IDLanROI, whereas for the other types I use my own structures.

I just had the illumination, that I could use IDLanROI for all of the objects above. For instance, if I want a hexagon I create the points and then manage moving the hexagon by using the translate method and for rotation and scaling I would have to replace the points after computation.

Well, here comes the question... Are there big drawbacks or advantages using IDLanROI? Are there reasons why I shouldn't be using them (I read that a bug has just been repaired in 8.2.2)?

Any general advice would be helpful before I change the whole code to accommodate only objects and not my good old structures.

The reasons why I would switch to IDLanROI objects are two:

- 1) The DRAW\_ROI (or cgDraw\_ROI) is much faster than using PLOTS (when having many points or filled regions)
- 2) If I switch to IDLanROI objects, the code looks nicer because I manage only one type of objects and don't have to distinguish between squares, circles, hexagons,...

Cheers,  
Helder

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