Subject: Interactively crop an image with NG

Posted by Brian Daniel on Thu, 17 Oct 2013 19:27:22 GMT

I have a large image file. I use image() to visualize, zoom in, and write down the image coordinates to effectively crop my image in the code. This approach is a bit wonky, and I'd like to interactively crop my image, as this is just an initial processing component to my whole algorithm. Is there a straight forward way to add a crop button to the graphics window? Or, after the user zooms to the desired crop dimensions, hit a button and output the viewing dimensions? Thanks for your help.