Subject: issues appending roi from IDLanROI to IDLanROIGroup
Posted by Ayla P on Wed, 18 May 2016 19:39:51 GMT

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Hi,

I've got a little GUI into which I load a 3D volume and individual 2D slices are displayed (the z-position through the volume changes with a slider). At any given slice, I would like to be able to draw an ROI, add that ROI to an ROIGroup, and then use ComputeMesh to generate the 3D vertex and connectivity lists from all the ROIs I've drawn. Things seem to work on each individual slice, in so much as I can draw the ROI and computes the centroid of that ROI (x, y, z). However, when I try to then compute the mesh from the group of ROIs (after making 3 or 4 individual ROIs) the result is 0 (failed) and the vlist and plist aren't populated. Plus, I get a notification that 'Temporary variables are still checked out - cleaning up...'

Any thoughts on what I might be doing wrong here? Thanks! Ayla

Here's the relevant section of the code:

```
 ROI_Group = OBJ_NEW('IDLanROIGroup')
 ROI = OBJ_NEW('IDLanROI', TYPE=2, interior=0)

 if uval eq 'button_roi' then begin

;using roi_ex.pro as a template

    ; Collect first vertex for the region.
    CURSOR, xOrig, yOrig, /UP, /DEVICE
    ROI->AppendData, xOrig, yOrig, position
    PLOTS, xOrig, yOrig, PSYM=1, /DEVICE

    ;Continue to collect vertices for region until right mouse button.
    x1 = xOrig
    y1 = yOrig
    while !MOUSE.BUTTON ne 4 do begin
      x0 = x1
      y0 = y1
      CURSOR, x1, y1, /UP, /DEVICE
      PLOTS, [x0,x1], [y0,y1], /DEVICE
      ROI->AppendData, x1, y1, position
      ROI_Group->Add,ROI
    endwhile
    PLOTS, [x1,xOrig], [y1,yOrig], /DEVICE

    ; Draw the the region with a line fill.
    DRAW_ROI, ROI, /LINE_FILL, SPACING=0.2, ORIENTATION=45, /DEVICE
    centroid = ROI ->ComputeGeometry(centroid=center)
```

```
    print, center

    ;Add to ROI group, compute mesh
;    ROI_Group->Add,ROI
    mesh = ROI_Group->ComputeMesh(vlist, plist)
    print, vlist
    print, plist

    endif
```