
Subject: Problem with IDLgrROI and normalization.
Posted by [Erik Hummel](#) on Fri, 25 Feb 2000 08:00:00 GMT
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In the program added an IDLgrPolyLine and IDLgrROI object are drawn. The results of the program is that only the IDLgrPolyLine is drawn. Important is that normalized coordinates are used, otherwise both objects are correctly drawn. What is wrong here?
I'll work with IDL5.3 on a PC.
Regards,
Erik

```
Function _Normalize, range, Position=position
  scale = [((position[0]*range[1])-(position[1]*range[0])) / $
    (range[1]-range[0]),
  (position[1]-position[0])/(range[1]-range[0])]
  return, scale
end

; Calculate the normalization vector of pixel coordinates to
normalized
; coordinates.
;
Pro Normalization, Region = region, Xs = xs, Ys = ys
  pos = [-1.0, -1.0, 1.0, 1.0]
  xs = _Normalize([0, region[0]], Position=[pos[0], pos[2]])
  ys = _Normalize([0, region[1]], Position=[pos[1], pos[3]])
end

; Main
;
; With Object Graphics a IDLgrPolyLine and IDLgrROI is drawn.
; Use are normalized coordinates.
;

top_wid = Widget_Base(XSize = 500, YSize = 500)

draw_wid = Widget_Draw(top_wid, XSize = 500, YSize = 500,
Graphics_Level = 2)

Widget_Control, top_wid, /REALIZE;
Widget_Control, draw_wid, Get_Value = window
```

```
view = Obj_New('IDLgrView', Color = [0, 0, 0])
view->SetProperty, Location = [0, 0], Dimensions = [500, 500],
Viewplane_rect = [-1.0, -1.0, 2.0, 2.0]
```

```
model = Obj_New('IDLgrModel')
view->Add, model
```

```
; Calculate the normalization vectors for conversion
; of pixel coordinates to normalized units.
Normalization, Region = [500, 500], Xs = xs, Ys = ys
```

```
; The IDLgrPolyLine Object.
gfxPL = OBJ_New('IDLgrPolyLine', Color = [255, 0, 0])
model->Add, gfxPL
gfxPL->SetProperty, Data = [[200, 200, 0], [400, 400, 0]]
gfxPL->SetProperty, XCoord_Conv = xs, YCoord_Conv = ys
```

```
; The IDLgrROI Object.
gfxROI = OBJ_New('IDLgrROI', Color = [255, 255, 255])
model->Add, gfxROI
gfxROI->SetProperty, Data = [[50, 400, 0], [400, 50, 0]]
gfxROI->SetProperty, XCoord_Conv = xs, YCoord_Conv = ys
```

```
window->Draw, view
end
```
