
Subject: Re: changing contrast and brightness on the fly
Posted by [m.hadfield](#) on Sun, 17 Jun 2001 22:32:54 GMT

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From: "Simon Williams" <williams.simon@gene.com>

- > The job is to display one or more grayscale MRI images (mostly small,
- > 256 pixels squared is common) and then to be able to adjust the image
- > brightness and contrast interactively, without going to any special
- > widgets like sliders. The functionality I have in mind is to
- > middle-click the image and then have drag right/left control contrast
- > and drag up/down control brightness.
- >
- > The plan is to replicate functionality that the end users (radiology
- > folks) are already familiar with from other image viewers.

Well, if that's what the users demand, then I guess you have to give it to them. Me, I think sliders would be preferable, because they provide a readout of the current setting. Don't duplicate the unsatisfactory aspects of the existing software unless it's really necessary!

Have you noticed what TV remote controls do when you adjust the volume etc these days? They pop up an on-screen slider! Mind you, I'm not suggesting you try to code up an on-screen slider in IDL (though I'm sure David would love to give it ago). Sliders at the bottom of each image would work just fine.

Mark Hadfield
m.hadfield@niwa.cri.nz <http://katipo.niwa.cri.nz/~hadfield>
National Institute for Water and Atmospheric Research

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Posted from clam.niwa.cri.nz [202.36.29.1]
via Mailgate.ORG Server - <http://www.Mailgate.ORG>

Subject: Re: changing contrast and brightness on the fly
Posted by [Simon Williams](#) on Mon, 18 Jun 2001 23:09:38 GMT

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When you see how the end-users operate, having the slider-less control makes good sense. The images are not being displayed for quantitation but for "expert review" by a radiologist who does all the feature recognition, often rather rapidly. They want to be able to stare at the image and change the contrast and brightness without looking away from the image, which is when slider controls get to be irritating. So, the existing software is, for its

purpose, very satisfactory indeed.

The only other approach I'd thought of was going back to the (good old?) days of Evans and Sutherland-type terminal with actual physical dials you could turn while looking at the screen - very nice for independent x/y/z rotation of 3D stuff. But we don't want to turn this into a hardware problem ...

Cheers,

Simon

Mark Hadfield wrote:

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