Subject: Re: Newbie question again - Marking region of interest
Posted by David Fanning on Thu, 25 Oct 2001 22:28:04 GMT

Akhila (idlfreak@yahoo.com) writes:

> There is a program available - drawline.pro which, aids in drawing
> manual contours, but this program is written using Direct Graphics.
> The code i've written to perform zooming, translation etc are in
> Object Graphics.
>
> I want to perform the operation of drawing contours in the same image
> that's zoomed and translated. Is it possible for me to use the Object
> graphics method to display the image and then use the direct graphics
> method to draw contours on them.
>
> It'd be of great help, if any of u could tell me, how to merge object
> graphics and direct graphics. Is it possible???

It is not possible to combine direct and object
graphics. The two graphics systems are completely
different and independent. You must choose one or
the other for any particular graphics window.

The program ZOOMBOX on my web page shows how
to draw a rubberband box on object graphics.
It shouldn't be terrible difficult to take the
principles learned in DrawLine and apply them
to drawing a freehand line in object graphics.
Putting the points into an IDLgrROI object
rather than a polyline object is trivial.
(At least it is suppose to be. With object
graphics, you never really know until you
try.)

Cheers,

David

--
David W. Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438, E-mail: david@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Newbie question again - Marking region of interest
Posted by Logan Lindquist on Fri, 26 Oct 2001 14:17:19 GMT

> It is not possible to combine direct and object
> graphics. The two graphics systems are completely
> different and independent. You must choose one or
> the other for any particular graphics window.
[snip]

What about making two windows of the same size but only keep the one you want to work in active and visible at any given moment? One would be an object window and the other would be a direct window. I am not sure exactly how this would work. At first I thought there might be a procedure that was something like the VB object.visible command, but upon looking all I found was this in the help.

Exposing or Hiding a Window

To expose a window so that it is the front-most window on the screen, call the IDLgrWindow::Show method with a nonzero value as the argument:

myWindow -> Show, 1

To hide a window, call the IDLgrWindow::Show method with a zero value as the argument:

myWindow -> Show, 0

Hope this helps,
Logan

Subject: Re: Newbie question again - Marking region of interest
Posted by Mark Hadfield on Sun, 28 Oct 2001 20:44:05 GMT

From: "Logan Lindquist" <llindqusit@mrdoc.cc>

>> It is not possible to combine direct and object
>> graphics. The two graphics systems are completely
>> different and independent. You must choose one or
>> the other for any particular graphics window.
> [snip]
>

> What about making two windows of the same size but only keep the one you
> want to work in active and visible at any given moment? One would be an
> object window and the other would be a direct window. I am not sure exactly
> how this would work....

Me neither.

Alternatively you can transfer information in either direction between OG
and DG in image form (DG -> OG: send direct graphics commands to a Z buffer
or pixmap, tvrd the buffer and load the byte data into an IDLgrImage;
OG->DG: render objects to IDLgrBuffer, extract bytes and TV to screen.)

But I think neither of these work-arounds invalidates the above statement
(David's I think).

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

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