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Subject: Re: updating object graphics?

Posted by [Rick Towler](#) on Mon, 11 Feb 2002 18:12:34 GMT

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"Michael A. Miller" <mmiller3@iupui.edu> wrote in message  
news:8766543t7o.fsf@lumen.med.iupui.edu...

> Is there a way to modify a IDLgrImage and update the display? As  
> far as I can tell, there is no way to update the image in  
> IDLgrImage or to remove or replace an object in a IDLgrModel  
> either. Is there a place where this sort of thing is written out  
> in tutorial/users' guide form?

The beauty of objects is that you can change *\*all\** of their properties. I don't know where it is spelled out exactly in the documentation (maybe they assume some prior knowledge of OOP) but the IDLxxSomeobject::Init help pages spell out most all of the built in object properties which you can Get or Set.

If I understand you, to change an image you change it's DATA keyword:

```
;assuming you already have a 4 channel pixel interleaved image  
;and you have set your image, view and window objects
```

```
;get the current image data  
image -> GetProperty, data = imagedata
```

```
;loop alpha values from opaque to transparent  
for alpha = 255, 0 , -1 do begin
```

```
    ;set the alpha channel in your image  
    imagedata[3,*] = alpha
```

```
    ;stick your new image data into your image object  
    image -> SetProperty, data = imagedata
```

```
    ;draw the new image  
    window -> draw, view
```

```
endfor
```

-Rick

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Subject: Re: updating object graphics?  
Posted by [mmiller3](#) on Mon, 11 Feb 2002 20:35:58 GMT  
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Thanks Rick - that did the trick. I was looking for a particular method for each data attribute. I didn't realize that they all could be accessed with Get and SetProperty.

Mike

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