
Subject: Resizing UI?

Posted by [B.C. Hamans](#) on Mon, 04 Mar 2002 13:44:52 GMT

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Hi all,

I am trying to code an (medical?) image viewer in IDL. The UI should consist of either 3 or 9 draw widgets. In other words the x,y,z projections or slices of a reference and float image.

The UI would look a bit like the ascii representation below:

```
|[taskbar          ]|
|[1] [2] [3] [Controls]|
|[4] [5] [6] [      ]|
|[7] [8] [9] [      ]|
|[ sliders ]_____ |
```

Where [1] is the X projection of the reference image, [2] = y projection,

[3] = z projection

[4,5,6] the same but for the float image.

[7,8,9] an overlay of 1+4, 2+5, 3+6

Hope you can follow me on this..... :-\$

First question: How do i create a UI which adapts itself depending on how much images/scans are loaded? So at t=0 no images at all draw widget at all.

After selecting file 1 the x,y,z projection of image 1. [1,2,3]

After selecting file 2 the x,y,z projection of image 2 and the overlay of 1 and 2. This would be 9 draw widgets. See above [1...-9]

This is something I would like to try but is not a necessary feature. I can display 9 draw widgets in the beginning if this gets awfully complicated.

Second question: How do i make the widgets resizable but still keep aspect ratio?? I looked at David Fannings code about resizing widgets but do not have an idea how to implement this in my code.

Is some more IDL source available on the web for problems like this? I found an awfull lot of code on David Fannings page and on a few other places but mathtools.net did not return much. I am starting to think a had been better off by chosing another programming language :-(

Are their any courses on IDL in Europe? I know of one company in the netherlands (<http://www.creaso.nl/>) that provides courses.

Thanks in advance,
Bob
