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Subject: Re: Dilating a point

Posted by [Dick Jackson](#) on Wed, 19 Jun 2002 18:28:30 GMT

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"Akhila" <idlfreak@yahoo.com> wrote in message  
news:b1ad7b05.0206191006.3ef24d3c@posting.google.com...

> Hi,

> I have a blank screen. Using CURSOR and PLOTS command i mark a point

> in that screen with a value of 255B. I want to dilate that point. Can

> anybody tell me how to do that.....Please help me.

How about this:

=====

```
:: Put one white pixel in a window
```

```
Window
```

```
Erase
```

```
PlotS, /Device, 50, 50, PSym=3
```

```
:: Get image, dilate and redraw
```

```
img = TVRD() ; Contains 0 and 255 values
```

```
dilateImg = Dilate(img, Replicate(1, 3, 3)) ; Contains 0 and 1 values
```

```
TV, dilateImg * 255B ; ... or TV, ([0B, 255B])[dilateImg]
```

```
END
```

=====

See DILATE in online help for more details.

Cheers,

--

-Dick

Dick Jackson / dick@d-jackson.com

D-Jackson Software Consulting / http://www.d-jackson.com

Calgary, Alberta, Canada / +1-403-242-7398 / Fax: 241-7392

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Subject: Re: Dilating a point

Posted by [idlfreak](#) on Thu, 20 Jun 2002 21:33:18 GMT

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Hi,

This works only in Direct Graphics. I forgot to mention that i've to

do this for Object Graphics. I can get the cursor point, using event.x and event.y in the Widget\_Draw events. I'm not sure how to plot that point. I tried the 'IDLgrPlot' function, but didn't work. Please tell me how to get this working in Object Graphics.

Thanks,  
Akhila.

```
"Dick Jackson" <dick@d-jackson.com> wrote in message
news:<i34Q8.38238$s82.3100417@news1.calgary.shaw.ca>...
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>
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>
> END
>
> =====
>
> See DILATE in online help for more details.
>
> Cheers,
```

---

Subject: Re: Dilating a point  
Posted by [idlfreak](#) on Thu, 20 Jun 2002 21:34:02 GMT  
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>
> =====
>
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>
> Window
> Erase
> PlotS, /Device, 50, 50, PSym=3
>
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>
> img = TVRD() ; Contains 0 and 255 values
> dilatelmg = Dilate(img, Replicate(1, 3, 3)) ; Contains 0 and 1 values
> TV, dilatelmg * 255B ; ... or TV, ([0B, 255B])[dilatelmg]
>
> END
>
> =====
>
> See DILATE in online help for more details.
>
> Cheers,
```

---

Subject: Re: Dilating a point  
Posted by [idlfreak](#) on Thu, 20 Jun 2002 21:42:27 GMT  
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Hi,

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>

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>

> =====

>

> ;; Put one white pixel in a window

>

> Window

> Erase

> PlotS, /Device, 50, 50, PSym=3

>

> ;; Get image, dilate and redraw

>

> img = TVRD() ; Contains 0 and 255 values

> dilatelmg = Dilate(img, Replicate(1, 3, 3)) ; Contains 0 and 1 values

> TV, dilatelmg \* 255B ; ... or TV, ([0B, 255B])[dilatelmg]

>

> END

>

> =====

>

> See DILATE in online help for more details.

>

> Cheers,

---

Subject: Re: Dilating a point

Posted by [David Fanning](#) on Thu, 20 Jun 2002 21:57:30 GMT

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Akhila (idlfreak@yahoo.com) writes:

> I guess this works only for direct graphics. I need to get it working  
> in Object Graphics. I used the Widget\_Draw event.x and event.y to  
> obtain the cursor point. I tried the 'DLgrPlot' to plot it, but it  
> didn't work. Please tell me how to plot that point, in the current  
> object graphics window.

And it would help, Dick, if you could start with the part where you get up in the morning and scratch yourself... :-)

Cheers,

David

--

David W. Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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Subject: Re: Dilating a point

Posted by [idlfreak](#) on Fri, 21 Jun 2002 00:27:57 GMT

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Hi,

I guess this works only for direct graphics. I need to get it working in Object Graphics. I used the Widget\_Draw event.x and event.y to obtain the cursor point. I tried the 'IDLgrPlot' to plot it, but it didn't work. Please tell me how to plot that point, in the current object graphics window.

Thanks,  
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```
>
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>
> =====
>
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>
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> TV, dilateImg * 255B ; ... or TV, ([0B, 255B])[dilateImg]
>
> END
>
> =====
>
> See DILATE in online help for more details.
>
> Cheers,
```

---

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Subject: Re: Dilating a point  
Posted by [Mark Hadfield](#) on Fri, 21 Jun 2002 02:26:59 GMT  
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"Akhila" <idlfreak@yahoo.com> wrote in message  
news:b1ad7b05.0206201342.3e9de643@posting.google.com...

> "Dick Jackson" <dick@d-jackson.com> wrote in message  
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>>> point >>> in that screen with a value of 255B. I want to dilate  
>>> that point. Can >>> anybody tell me how to do that.....Please  
>>> help me.

>> How about this:  
>> [direct graphics example code]

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> event.y to obtain the cursor point. I tried the 'DLgrPlot' to plot  
> it, but it didn't work. Please tell me how to plot that point, in  
> the current object graphics window.

(I think I've got the quoting right.)

Your original query specifically mentioned a couple of Direct Graphics commands, leading everyone to assume you wanted a Direct Graphics solution. How does Object Graphics come into it? Have you tried and succeeded with DG and now want to try with OG? Or were you looking for an OG solution all along?

Be that as it may, you will need to give more information before anyone can help you effectively. But first, go to David Fanning's page and check out his OG example programs. Several of these support cursor interaction, In particular, look at his zoombox program, which uses the cursor to mark out a box on an image and then displays the contents of the box in a separate window. (This is probably more elaborate than what you want.)

The basic idea is to trap your event structure in an event handler, pass [event.x, event.y] to your window's PickData method to locate the cursor event relative to one of the atoms in the graphics tree, then either modify that atom or add another atom to achieve the visual effect you want. Oh, and make sure you clean up after yourself!

--

Mark Hadfield            "Ka puwaha te tai nei, Hoesa tatou"  
m.hadfield@niwa.co.nz  
National Institute for Water and Atmospheric Research (NIWA)

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