
Subject: Re: grROI Style and anROI Type
Posted by [btt](#) on Mon, 28 Apr 2003 14:02:48 GMT
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Dan Carreira wrote:

> Hi all,
>
> I'm new (2 months) to IDL and have been reading through a lot of the older
> posts in an attempt to absorb every little tidbit of information that I can
> and I just wanted to say thanks before I jump into my question.
>
> So Thanks.
>
> Now my question.
>
> I'm writing an application that creates and modifies ROI's through mouse
> interaction.
>
> My application currently allows the user to define 2 ROI's (ROI & CutAddROI)
> and a seed point. The user defines the ROI and can then select an "add tool"
> which allows them to create another ROI which I call CutAddROI. The seed
> point will later be used to identify which part of ROI I want to keep when I
> cut a section off of ROI.
>
> When generating masks of the ROI's I'm running into a problem.
>
> ROI is and always will be a closed polyline in my application. So the mask
> is generated exactly the way I need it. If I draw it in the shape of a U it
> closes the top when it generates the boundary of the ROI.
>
> CutAddROI can be an open polyline or if the user wants can close it by
> drawing it that way using the mouse. If I draw a U then I want the top of
> the U open when I generate the boundary of the region. My problem is that
> when I generate the mask for CutAddROI it always generates it as if it was a
> closed polyline, essentially closing the top of the U in the boundary mask.
>
> I've tried changing the Style of the CutAddROI but nothing changes as far as
> the Mask is concerned.
>
> I also noticed that the grROI and anROI Init methods have different keywords
> for almost identical variables grROI has STYLE and anROI has TYPE. Why are
> they different and will changing my IDLgrROI CutAddROI to an IDLanROI fix my
> problem?
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> Here's a code snippet in case anyone's interested. This code gets called
> when the user releases the left mouse button when they're done drawing the
> region to add. I'm using David Fannings Find_Boundary (thank you David)
> function to determine the boundary of the mask which I then use to set the

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> ROI data to. I made a small modification to Find_Boundary so that it can
> accept a starting point for the boundary calculations. In a mask with
> multiple "islands" I can choose the island that I want the boundary for by
> setting the FirstPt to a location on that island's boundary.
>
>   oCutAddROI->AppendData, ImageX, ImageY, 0.01
>   oCutAddROI->SetProperty, Style = 2; I've changed the style to 1 and there
> was no difference in generated mask
>
> ;ADD the region
>   Mask1 = oCutAddROI->ComputeMask(Location = [-128,-128,0.01], Dimensions =
> [256,256], Initialize = 0, mask_rule = 0)
>   Mask = oROI->ComputeMask(Location = [-128,-128,0.01], Dimensions =
> [256,256], Initialize = 0, mask_rule = 0)
>   Mask = Mask + Mask1
>
>   indices = Where(Mask GT 0, num_indices)
>   FirstPt = [Seed.X + 128, Seed.Y + 128]
>
>   if num_indices GT 0 then begin
>     Boundary = Find_Boundary(indices, XSize=256, YSize=256, FirstPt =
> FirstPt)
>     if N_ELEMENTS(Boundary) GT 1 then begin
>       SizeBoundary = SIZE(Boundary)
>       Data = MAKE_ARRAY(3,SizeBoundary[2],VALUE = 0.01); 0.01 is the Z
> position for ROI's
>       Data[0,*] = Boundary[0,*] - 128
>       Data[1,*] = Boundary[1,*] - 128
>       oROI->SetProperty, Data = Data
>     endif
>   endif
>
>   olImage->SetProperty, Data = Mask
>
> ;Delete the CutAddROI Data
>   oCutAddROI->SetProperty, Data = [0,0], /Hide
>   oCutAddROI->RemoveData
>
>   oWindow->Draw, oView
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> Thanks in advance
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> Dan
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Hello,

You have a number of interesting things going here. I have only dabbled with the ROIs before so I have limited help to offer and others will hopefully have more insight.

The STYLE vs TYPE keyword issue is a bit surprising to me as it clearly defines the same attribute in the docs. Since IDLgrROI inherits from IDLanROI you would think that IDLgrROI would not need to define this attribute at all - but if it does, it should at least have the same keyword name (in this case it seems like it should be TYPE). I think there is something a bit lacking in the documentation for IDLgrROI in this case.

I recall that the TYPE definition for IDLanROI (which will be true for IDLgrROI, too) is static for the throughout the lifecycle of the particular object's instance. You can get it but not set it. So, how you define the object upon initialization - is its definition until it is destroyed. To make a particular ROI change from closed-to-open you will have to create a new open polygon object and transfer all the attributes of the closed polygon ROI to the new open polygon ROI. The new ROI then replaces the old ROI.

Cheers,
Ben

Subject: Re: grROI Style and anROI Type
Posted by [Dan Carreira](#) on Mon, 28 Apr 2003 15:50:09 GMT
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"Ben Tupper" <btupper@bigelow.org> wrote in message
news:3EAD3488.7060702@bigelow.org...

> Dan Carreira wrote:

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> Ben
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I had tried changing the Type with the SetProperty method but it gave me an error. I thought that the error was a result of me trying to specify a variable from the anROI class. I thought that maybe because the grROI class had a Init method that I couldn't access the anROI Init method.

I overlooked the static variable part when looking at the documentation I hadn't run across a variable that was static yet so I didn't pay the {Get} part much attention, I'll have to pay more attention in the future.

Anyway after reading your e-mail I went back and set my CutAddROI type to an open polyline when I created it and now now it's generating the mask properly.

Thanks for your help Ben.

Dan
