
Subject: Re: Object or direct graphics?

Posted by [David Fanning](#) on Wed, 29 Dec 2004 05:59:38 GMT

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Soren writes:

> Firstly, thanks to David Fanning for a reply to an earlier post of
> mine on some dicom issues - due to some problems at google with
> newsgroup message retrieval I can't reply to posts.. (Hope they fix
> that soon). Thanks for the tip, it solved the problem perfectly and i
> was delighted to see that the IDL dicom reader beat that of Matlab by
> at least a factor 10.

Oh, there is some good news! :-)

> I am working on a gui that basically consists of a free floating
> viewport with a multiframe image series together with a "main" GUI
> where ROI statistics appear when ROIs have been marked in the
> viewport.
> a) I want to be able to scale the viewport image dimensions with (if
> not a float) an integer factor.
> b) I need to make arbitrary ROI overlays in the viewport.
>
> I am new to IDL (but experienced in Matlab) and trying to figure out
> which way to go about it.
>
> Should i use object graphics or is that overkill? I have seen some
> posts here indicating that the scaling of the viewport might is easier
> solved using object graphics, but it also seems more complex to
> program.

I'm not sure exactly what you mean by "viewport", but
nothing here (that is, no mention of anything 3D) makes
me think "object graphics." Objects are always nice,
but direct graphics objects for these 2D applications
are nearly always sufficient.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Subject: Re: Object or direct graphics?
Posted by [n](#) on Thu, 30 Dec 2004 00:08:34 GMT
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Thanks David,

I will stick to direct graphics!

By viewport i meant a window containg just graphics that can be moved around freely eg. to another display when using multiple monitors. I realize now that viewport also has a specific meaning in IDL object graphics.

Cheers

Soren

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> me think "object graphics." Objects are always nice,
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