
Subject: GUI strategy advice needed

Posted by [n](#) on Mon, 23 May 2005 11:28:37 GMT

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Hi,

I am building a GUI for image display with the following specifications.

- 1) Choice of colormap
- 2) Colorbar
- 3) Window/level setting by mouse drag
- 4) Scalable display
- 5) Print function
- 6) ROI functionality (segmented polygon only, multiple ROIs)

I had the first 5 done using direct graphics. (2) and (4) using David Fannings colorbar and print routines.

I figured that the ROI function was best implemented using Object graphics (OG) as i saw XROI and figured that i then didn't have to worry about a lot of the drawing myself.

I was happy with the OG approach until implementing the colorbar using OG. It seems the documentaton is erroneus, or at least i cannot seem to control the colorbar layout.

1) The questions in now - should i stick to OG and is there some way to get Davids colorbar into an OG window.

I would like to keep things simple and have all graphics in one window - it makes printing easier.

2) Am i right that multiple ROIs are best managed using OG?

Best regards
Soren
