
Subject: defining regions of interest in widget programs

Posted by [Benjamin Hornberger](#) on Fri, 03 Jun 2005 17:39:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi all,

It's the first time I'm trying to define and use ROIs, so I have the basic question of what's the best way to do it. Basically, I want to allow the user to define a ROI in a widget program, be able to display it with some kind of color shading (possibly the original image shining through) and manipulate the image pixels within the ROI. I checked the IDL help and the newsgroup archive and drew the following conclusions (without doing much testing yet):

1. DEFROI is not for widget programs.
2. CW_DEFROI is meant to do what I want, but is kind of clunky. According to the source code, it's been written 1993 and never updated.
3. XROI would actually work well, but (1) opens the image in its own window, while I would prefer to define the ROI in my existing draw widget, and (2) offers tons of options which will confuse the user (statistics, histogram, multiple ROIs, even loading a new image) and which I would preferably not offer to him.
4. David recommends to write your own code to define ROIs. As I understand it, I would include some code to draw a freehand or polygon path and then use POLYFILLV to get all indices of the ROI.

I'd appreciate any comments and recommendations. Does anyone has home-made code to do the job?

Thanks,
Benjamin
