
Subject: Re: Cutting/Exclude ROI's based on overlapping
Posted by [David Fanning](#) on Sat, 27 Jan 2007 23:51:46 GMT
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Erik writes:

- > I have some problems with a ROI based program. I want to cut/exclude
- > some parts of the ROI's when the ROI is overlapped by another ROI in
- > the same draw widget.
- >
- > As you will know the ROI Data is built like this [<number of
- > dimensions>, <corresponding coordinate>]. I use the IDLgrROI object to
- > draw and manage my ROI's.
- >
- > Is there any method to cut/exclude some parts of a ROI based on
- > coordinates or other ROI's in a easy way? All info about excluding
- > areas in ROI's will be appreciated!!

This is not a totally trivial problem, but it is well-known.
I don't know of any publicly available IDL solutions. But
a quick Google search of "intersecting polygons" will give
you lots of ideas. Note that you can find the convex hull
of a polygon with the TRIANGULATE procedure:

http://www.dfanning.com/tips/convex_hull.html

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Subject: Re: Cutting/Exclude ROI's based on overlapping
Posted by [btt](#) on Mon, 29 Jan 2007 00:52:29 GMT
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Erik wrote:

- > Hi Folks,
- >
- > I have some problems with a ROI based program. I want to cut/exclude
- > some parts of the ROI's when the ROI is overlapped by another ROI in
- > the same draw widget.
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>
> Is there any method to cut/exclude some parts of a ROI based on
> coordinates or other ROI's in a easy way? All info about excluding
> areas in ROI's will be appreciated!!
>
> Erik
>

Hello,

I'm not sure I get the whole picture here. Do you mean that you want to clip parts of overlapping ROIs *only* when they are displayed? If they are filled ROIs then you could use some Z position trickery to hide one behind the other. Are these ROIs comprised of boundary points?

Ben

Subject: Re: Cutting/Exclude ROI's based on overlapping
Posted by [Erik\[1\]](#) on Tue, 30 Jan 2007 08:07:45 GMT

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@Ben: I don't work with Z positions. I simply don't want the ROI's to overlap so I want to cut a piece of one ROI like it's a puzzle piece against the other.

@David: Thanks for the info. When I've got some time left I'll look at it!!

Thanks!

On 29 jan, 01:52, Ben Tupper <btup...@bigelow.org> wrote:

> Erik wrote:
>> Hi Folks,
>
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>> some parts of the ROI's when the ROI is overlapped by another ROI in
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>> ErikHello,
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> clip parts of overlapping ROIs *only* when they are displayed? If they
> are filled ROIs then you could use some Z position trickery to hide one
> behind the other. Are these ROIs comprised of boundary points?
>
> Ben- Tekst uit oorspronkelijk bericht niet weergegeven -- Tekst uit oorspronkelijk bericht
weergegeven -

Subject: Re: Cutting/Exclude ROI's based on overlapping
Posted by [Erik\[1\]](#) on Thu, 01 Feb 2007 13:10:13 GMT
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Hi folks,

Still trying to figure out the best solution for this problem. Now
I've got an idea. I've made a mask for each ROI and try to decuct them
like this:

mask1 -= mask2

Now mask1 has the preferred mask I want to calculate with. The only
thing is I want to edit the data of mask1 so that it's exactly
displayed like it's mask. There is a way to make a mask out of a ROI,
Is it also possible to do the opposite?? (Make a ROI out of a mask?)

That would be perfect, otherwise I have to construct a ROI by looping
the mask...

Hopefully y'all can tell me there's actually a function that does this
already ;-P

Erik
