
Subject: Re: Bigger image from Slicer3?

Posted by [David Fanning](#) on Sat, 11 Aug 2007 02:59:58 GMT

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RickM writes:

> Is there a way to increase the image size in the Slicer3 widget in
> IDL?
>
> I am an IDL novice, and have been unsuccessful in finding anything on
> this.

Find these lines in the code:

```
; Initialize parameters.
```

```
DEVICE, GET_SCREEN_SIZE=screenSize  
winX = ((screenSize[0] / 2) < 640) > 320 ; View window size.  
winY = ((screenSize[1] / 2) < 640) > 320 ; View window size.  
winX = 8 * ((winX < winY) / 8)  
winY = winX
```

And change the last two to something else. I tried this:

```
winX = 1000  
winY = 800
```

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Bigger image from Slicer3?

Posted by [Rick Matthews](#) on Wed, 15 Aug 2007 21:34:12 GMT

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On Aug 10, 10:59 pm, David Fanning <n...@dfanning.com> wrote:

> And change the last two to something else. I tried this:
>
> winX = 1000
> winY = 800
>

David,

Thanks for your help. I had nothing like the cited lines in my code, but I added the two winX and winY lines above. This had no effect on the output.

Is there something else I should do?

Thanks.

Rick

Subject: Re: Bigger image from Slicer3?

Posted by [David Fanning](#) on Thu, 16 Aug 2007 13:28:45 GMT

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RickM writes:

> Thanks for your help. I had nothing like the cited lines in my
> code, but I added the two winX and winY lines above. This
> had no effect on the output.
>
> Is there something else I should do?

Well, the only thing you CAN do is find out how the draw widget is sized and change it! A search in the code for WIDGET_DRAW is where I started.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Bigger image from Slicer3?

Posted by [weitkamp](#) on Fri, 17 Aug 2007 08:08:27 GMT

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RickM wrote:

> On Aug 10, 10:59 pm, David Fanning <n...@dfanning.com> wrote:
>

>> And change the last two to something else. I tried this:
>>
>> winX = 1000
>> winY = 800
>>
>
> David,
>
> Thanks for your help. I had nothing like the cited lines in my
> code, but I added the two winX and winY lines above. This
> had no effect on the output.
>
> Is there something else I should do?

> From what you write here, I get the impression that you looked for
these lines in your own code. What David meant was looking in the
source code of Slicer3, and modifying that code. You can find out the
location of the file with IDL's ROUTINE_INFO procedure:

```
print, routine_info('slicer3', /source)
```

But anyway: the more recent versions of Slicer3 allow you to change
the window size from within the application: Slicer3 --> Tools -->
Options --> Window size. Did you try that?

Timm

Subject: Re: Bigger image from Slicer3?
Posted by [Rick Matthews](#) on Mon, 20 Aug 2007 20:26:38 GMT
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On Aug 17, 4:08 am, weik...@esrf.fr wrote:
> RickM wrote:
>> On Aug 10, 10:59 pm, David Fanning <n...@dfanning.com> wrote:
>
>>> And change the last two to something else. I tried this:
>
>>> winX = 1000
>>> winY = 800
>
>> David,
>
>> Thanks for your help. I had nothing like the cited lines in my
>> code, but I added the two winX and winY lines above. This
>> had no effect on the output.
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>> Is there something else I should do?

>> From what you write here, I get the impression that you looked for
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> source code of Slicer3, and modifying that code. You can find out the
> location of the file with IDL's ROUTINE_INFO procedure:
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> print, routine_info('slicer3', /source)
>
> But anyway: the more recent versions of Slicer3 allow you to change
> the window size from within the application: Slicer3 --> Tools -->
> Options --> Window size. Did you try that?
>
> Timm

That's it. Thank you very much.

(I know I deserve a slap on the forehead. Consider it administered.)

I really appreciate your help. I don't know why I was blind
to that option.

Rick
