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Subject: Re: IDLgrWindow zoomIn bug?

Posted by [David Fanning](#) on Tue, 08 Apr 2008 04:02:49 GMT

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Erik writes:

> I have a problem using the ZoomIn function from the IDLgrWindow object  
> in IDL 6.3. According to the IDL help file I expected the following to  
> happen:  
>  
> ---  
> The IDLgrWindow::ZoomIn procedure method causes the current zoom  
> factor for this window to be increased (that is, multiplied by the  
> factor given by the window's ZOOM\_BASE property). The current zoom  
> factor, the virtual canvas dimensions, and the location of the visible  
> portion of the window are updated to reflect the new zoom factor.

I've never used the ZoomIn/ZoomOut features before. But  
I just put it into a program that was zooming in a different  
way. For me, when I zoom in, the draw widget gets twice its  
current size!! Zoom out, it shrinks down again.

I don't know about you, but that is not what I expected  
at all. (IDL 6.4 on Windows). I was sort of hoping the  
view would zoom in and out. Why would you want the draw  
widget changing size!?

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.")

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Subject: Re: IDLgrWindow zoomIn bug?

Posted by [Erik\[1\]](#) on Tue, 08 Apr 2008 08:23:43 GMT

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On 8 apr, 06:02, David Fanning <n...@dfanning.com> wrote:

> Erik writes:  
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> --  
> David Fanning, Ph.D.  
> Fanning Software Consulting, Inc.  
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> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Hi David,

Wow that isn't what I expected either and I was hoping the same thing  
as you! I can't check it in 6.4, but in 6.3 it didn't work that way.  
Well, it seems that I have to continue writing my own zoom code and  
that it wasn't a waste of time writing it. Only some minor issues I  
have to face (like re-drawing the ROI's in the same proportion as the  
zoomed image) ;-)

Thanks

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Subject: Re: IDLgrWindow zoomIn bug?

Posted by [Rick Towler](#) on Tue, 08 Apr 2008 15:47:26 GMT

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Erik wrote:

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```
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```

```
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> as you! I can't check it in 6.4, but in 6.3 it didn't work that way.
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> that it wasn't a waste of time writing it. Only some minor issues I
> have to face (like re-drawing the ROI's in the same proportion as the
> zoomed image) ;-)
```

Erik, How are you zooming? I never use ROI's, but I would think that if you are zooming by changing your viewplane rectangle that the ROI's would "zoom" too. Here's the zoom method from my camera code:

```
pro Camera::Zoom, zoom
; Zoom the camera view by the specified zoom factor.

compile_opt idl2

if (N_ELEMENTS(zoom) eq 1) then begin
  case 1 of
    (zoom lt -1.0) : self.zoom = (-1.0D / zoom)
    (zoom gt 1.0) : self.zoom = zoom
    else : self.zoom = 1.0D
  endcase

  viewplaneRect = dblarr(4, /NOZERO)
  viewplaneRect[0:1] = self.viewcoord[0:1] - $
    (self.viewRect[2:3] / (2.0D * self.zoom))
  viewplaneRect[2:3] = self.viewRect[2:3] / self.zoom

  self -> IDLgrView::SetProperty, VIEWPLANE_RECT= viewplaneRect
endif

end
```

Set up the vars that store the initial state once, after you have set up your initial view:

```
self -> IDLgrView::GetProperty, VIEWPLANE_RECT=viewplaneRect
self.viewRect = viewplaneRect
```

```
self.viewcoord[0] = ((2. * self.viewRect[0]) + $  
    self.viewRect[2]) / 2.  
self.viewcoord[1] = ((2. * self.viewRect[1]) + $  
    self.viewRect[3]) / 2.
```

-Rick

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