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.")

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:

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- >> in IDL 6.3. According to the IDL help file I expected the following to
- >> happen:

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- > at all. (IDL 6.4 on Windows). I was sort of hoping the
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- > widget changing size!?

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> 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.")

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** 

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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- >> I just put it into a program that was zooming in a different
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- >> 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!?
- > 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) ;-)

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
```

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

end

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

-Rick