

---

Subject: Re: Way to Edit Coordinates Graphically?

Posted by [David Fanning](#) on Tue, 04 Jun 2013 12:23:49 GMT

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

---

Cherrie Kong writes:

> I've selected a series of coordinates (x,y) by clicking around an ROI using the CURSOR and WHILE (!MOUSE.button NE 4)... (as per example in CURSOR documentation). Is there a way to use these coordinates again (e.g. in the next section of a 3D stack) in a way that allows me to modify (e.g. by click and drag) the existing coordinates to better fit the object/ROI (which changes ever so slightly in z)?

You are not going to be able to edit ROI coordinates if you want to continue to use the CURSOR command like this. But, if you wanted to use a draw widget (the normal way to do these kinds of user interactions with the cursor), the world opens up to you. In fact, these kinds of editable ROI widgets have already been built for you in the SelectInteraction object in the Catalyst Library.

Simply download the Catalyst and Coyote Libraries and run the Catalyst example program:

```
IDL> catalyst
```

The Medical Image tab will be the first thing you see. Any of the ROI tools on the right of the draw widget are editable ROIs. You see each vertex of the ROI has a tiny selection button. Simply grab it and move it.

The EventHandler method of the Catalyst object shows you how easy it is to use these editable ROIs.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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

---