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Subject: Interactively crop an image with NG

Posted by [Brian Daniel](#) on Thu, 17 Oct 2013 19:27:22 GMT

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I have a large image file. I use image() to visualize, zoom in, and write down the image coordinates to effectively crop my image in the code. This approach is a bit wonky, and I'd like to interactively crop my image, as this is just an initial processing component to my whole algorithm. Is there a straight forward way to add a crop button to the graphics window? Or, after the user zooms to the desired crop dimensions, hit a button and output the viewing dimensions? Thanks for your help.

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Subject: Re: Interactively crop an image with NG

Posted by [David Fanning](#) on Thu, 17 Oct 2013 19:56:52 GMT

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Brian J. Daniel writes:

> I have a large image file. I use image() to visualize, zoom in, and write down the image coordinates to effectively crop my image in the code. This approach is a bit wonky, and I'd like to interactively crop my image, as this is just an initial processing component to my whole algorithm. Is there a straight forward way to add a crop button to the graphics window? Or, after the user zooms to the desired crop dimensions, hit a button and output the viewing dimensions?

I don't know anything about the image function, but it might take 10 minutes to add this functionality to cgZImage:

```
cgZImage, cgDemoData(7)
```

Cheers,

David

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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.")

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