
Subject: confused about usage of IDLanROI in Itools
Posted by [TonyLanz](#) on Mon, 12 May 2014 20:49:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

OK folks, I admit I'm a little confused about my implementation of IDLanROI within an image window. Something silly on my part I'm sure.

What I have done is display an image in image, draw a freehand ROI and then I'm grabbing the vertices of this roi to compute a mask and grab coordinates. This seems to work fine, something like this:

```
oSys = _IDLitSys_GetSystem()
oVertices = oSys -> GetByIdentifier('/DATA MANAGER/VERTICES')
fSuccess = oVertices -> GetData(vertices)
roi = obj_new('IDLanROI', vertices)
mask = roi->computemask(dimensions=size(picture,/dimensions),mask_rule=2 )
index_points = where(mask gt 0)
coords=array_indices(picture,index_points)
```

That works, but if I now want to go to the open image window, delete that roi by selecting it and hitting delete, then draw a new freehand roi and repeat the process on a new area, I have the coordinates of the first Vertex drawn , not the new one. I think I understand this...image gives the 1st ROI drawn a variable name of "Vertices" and each subsequent roi drawn (in the session) becomes Vertices_1, Vertices_2, etc.

I hope I'm not being confusing. So I'm looking for suggestions to work around this issue programmatically. Ideas?

Tony

Subject: Re: confused about usage of IDLanROI in Itools
Posted by [TonyLanz](#) on Tue, 13 May 2014 19:40:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Answering my own question!

Turns out I just need to delete my oVertices object before drawing another freehand ROI. Since I'm defining this using GetByIdentifier on something specifically named "VERTICES within data manager", by simply doing

```
obj_destroy,oVertices
```

in my example above forces image to call the next defined freehand ROI Vertices again, rather than Vertices_1.
