Subject: Re: How to draw a line on an image?
Posted by Hermann Mannstein on Mon, 29 Jan 1996 08:00:00 GMT
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Hiro Yoshida wrote:
>
> Hello IDL experts,
> le there e handroughte drow lines on an image in IDLO
> Is there a handy way to draw lines on an image in IDL?
 I would like to draw some simple graphics such as lines, boxes, and circles on an image. (I am not talking about modifying image itself by putting white pixels to draw these figures.) I believe that IDL has some commands for this type of "overlay" task. Unfortunately, however, I cannot find one so far. Any suggestions are welcome.
Hi, look for the cw_defroi.pro within the lib directory of your IDL, but basically you have to give some pixels of the display another color to see them ;-)
 Regards,
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Hermann Mannstein Tel.: +49 8153 28-2503
Institut fuer Physik der Atmosphaere or -2558  DLR - Oberpfaffenhofen Fax.: +49 8153 28-1841
Postfach 1116 \ mailto:H.Mannstein@dlr.de
D-82230 Wessling \ 0 http://www.op.dlr.de/~pa64
Germanyv
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Subject: Re: How to draw a line on an image? Posted by offenbrg on Mon, 29 Jan 1996 08:00:00 GMT

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yoshida@fermi.bsd.uchicago.edu (Hiro Yoshida) writes:

- > Hello IDL experts,
- > Is there a handy way to draw lines on an image in IDL?
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- > on an image. (I am not talking about modifying image itself by putting
- > white pixels to draw these figures.) I believe that IDL has some commands
- > for this type of "overlay" task. Unfortunately, however, I cannot find one

> so far. Any suggestions are welcome.

I believe that the routine you want is "plots" (not "Plot"), which allows you to draw graphics on a TV window (such as lines, circles, etc). Also tvcircle and tvbox.

Now, this does change the image as stored in the window. The array stored in memory will not be changed by this. There isn't really any way to "overlay" in video memory without altering the contents of the window.

What you *could* do is copy the image into a pixmap window, so you can recover it unchanged after you've finished with the graphics. The only other trick I can think of involves using a 24-bit display...

Joel

"...And I am unanimous in this" - Mrs. Slocumbe

Joel D Offenberg | offenbrg@fondue.gsfc.nasa.gov | Hughes STX, NASA/GSFC/LASP | I get paid to stare into space. |

Subject: Re: How to draw a line on an image?
Posted by Ian E. Sprod on Mon, 29 Jan 1996 08:00:00 GMT
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yoshida@fermi.bsd.uchicago.edu (Hiro Yoshida) wrote:

> Hello IDL experts,

>

> Is there a handy way to draw lines on an image in IDL?

I think "oplot" is what you need.

Ian E. Sprod | 301-286-8036 | FAX 301-286-1616 | ian@skye.gsfc.nasa.gov Hughes STX, Code 921, NASA/Goddard Space Flight Center, Greenbelt, MD 20771

Subject: Re: How to draw a line on an image?
Posted by kennealy on Tue, 30 Jan 1996 08:00:00 GMT
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"Ian E. Sprod" <Ian.Sprod@gsfc.nasa.gov> writes:

- > yoshida@fermi.bsd.uchicago.edu (Hiro Yoshida) wrote:
- >> Hello IDL experts,

>>

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>>

> I think "oplot" is what you need.

Actually, "plot" with the /noerase option will be a better choice.

Subject: Re: How to draw a line on an image? Posted by David Foster on Wed, 31 Jan 1996 08:00:00 GMT View Forum Message <> Reply to Message

yoshida@fermi.bsd.uchicago.edu (Hiro Yoshida) wrote:

Hello IDL experts,

>

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- > white pixels to draw these figures.) I believe that IDL has some commands
- > for this type of "overlay" task. Unfortunately, however, I cannot find one
- > so far.

You might try using the normal drawing routines, like PLOT, OPLOT and PLOTS, but set the graphics mode to XOR (exclusive-or) mode like the following:

< xarray and yarray are integer arrays of coordinates >

wset, current window device, get_graphics = oldg, set_graphics = 6 plots, xarray, yarray, /device

This "draws" the lines on your image by XOR'ing all pixels. What you get is usually not one continuous color, depending on the contents of the image, but it may be workable. You can then "undraw" the lines and restore the original image with:

plots, xarray, yarray, /device device, set_graphics = oldg

Usually you will also want to restore the original graphics mode,

since most drawing operations are done using a different mode.

Hope this helps.

Dave Foster UCSD Brain Image Analysis Lab foster@bial1.ucsd.edu