Subject: Image Object ROI selection
Posted by Randy Sloan on Wed, 26 Aug 1998 07:00:00 GMT
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Greetings. I'm new to this news group and IDL programming so hopefully I won't bore you all with bone-headed questions (I know you do too).

I'm trying to update an old MRI image analysis program that was written for pre-5.0 IDL. I'd like to use object graphics as much as possible, but can't figure out if there is a way to select ROI's of an image object. Data picking will give me one point, but I need the ability to select polygon, square, and circle ROI's of an image. The CW\_DEFROI and DEFROI procedures don't like the draw widget since it seems to be treated as an object itself (with the graphics\_level set to 2).

Any thoughts or do I just need to grin and bear it and create a regular draw widget for my ROI selection?

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How long is this Beta guy going to keep testing our stuff?

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Subject: Re: Image Object ROI selection Posted by davidf on Wed, 26 Aug 1998 07:00:00 GMT View Forum Message <> Reply to Message

Randy Sloan (jrsloan@mrsc.ucsf.edu) writes:

- > I'm trying to update an old MRI image analysis program that was written
- > for pre-5.0 IDL. I'd like to use object graphics as much as possible,
- > but can't figure out if there is a way to select ROI's of an image
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- > select polygon, square, and circle ROI's of an image. The CW DEFROI and
- > DEFROI procedures don't like the draw widget since it seems to be
- > treated as an object itself (with the graphics level set to 2).

You are going to have to write you own. I recommend using a PolyLine object in conjunction with widget events. This would allow you to easily write an Object DEFROI for yourself.

As it happens I am getting together starting tomorrow with two other hotshot IDL programmers. (Well, \*they\* are hotshot IDL programmers. I try to come up with a few good ideas. :-)) Three computers, three days of object graphics programming, one room. The idea is to see if we can use some IDL synergy to get a start on some programs for a shareware library. This is a great idea for the kind of object functionality we want to write. I'll let you know.

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David

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