
Subject: Image Object ROI selection

Posted by [Randy Sloan](#) on Wed, 26 Aug 1998 07:00:00 GMT

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

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?

Thanks.

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

Randy Sloan
Box 1290
#1 Irving Street
UCSF, MRSC Rm AC109
San Francisco, CA 94143-1290
(t) 415-476-1910 (f) 415-476-8809

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
> 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).

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.

Cheers,

David

David Fanning, Ph.D.
Fanning Software Consulting
E-Mail: davidf@dfanning.com
Phone: 970-221-0438, Toll-Free Book Orders: 1-888-461-0155
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
