
Subject: Re: objects ROIS

Posted by [davidf](#) on Tue, 29 Jun 1999 07:00:00 GMT

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gabriel rodriguez ibeas (gabriel@gbt.tfo.upm.es) writes:

- > I would like to know if anybody has ever worked with ROIS and
- > Graphics Objects. What I would like to do is define a ROI trough user
- > interaction in a DRAW_WIDGET, (object type) and get all the index of a
- > IDLgrImage data that lie within the roi (I thick the procedure DEFROY
- > does something similar, but with direct graphics)
- >
- > I would appreciate some basic tips to start playing around, but I
- > would not mind at all a closed program that did something similar.

A draw widget is a draw widget, whether you are putting direct graphics into or object graphics. The most you can get out of a draw widget when you are moving the cursor inside it are a series of *locations* in the draw widget window, usually in device coordinates.

It is up to you as a programmer to turn those locations into something meaningful. This is as true in direct graphics as it is in object graphics. Making meaningful inferences about locations is made infinitely easier if there is a one to one correlation between the location in the window and the same location in the image. But, again, this has absolutely nothing whatsoever to do with what kind of graphic system you choose to use.

I would have to think a good long time, however, for a reason to use object graphics images over direct graphics images. (Any application that required alpha channel capability would be one.)

Cheers,

David

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