Guide to Creating the Polygon ROI

The polygon ROI supports the following interactivity, including keyboard shortcuts.

Behavior	Keyboard shortcut
Finish drawing (close) the ROI.	Double-click, which adds a new vertex at the pointer position and draws a line to the first vertex to close the polygon. Press **Enter**, which adds a new vertex at the pointer position and draws a line to the first vertex to close the polygon. Right-click, which does not add a new vertex but closes the polygon from the previous vertex. Position pointer over the first vertex and click.
Add a new vertex to the ROI.	Position the pointer over the edge of the ROI, right-click, and select **Add Vertex** from the context menu. Position the pointer over the edge of the ROI and double-click. (Not recommended as it also finishes editing the ROI.)
Remove the most recently added vertex but keep drawing.	Press **Backspace**. The function redraws the line from the previous vertex to the current position of the pointer. You can only back up to the first vertex you drew.
Resize (reshape) the ROI	Position pointer over a vertex and then click and drag. Add a new vertex to the polygon and then click and drag. Remove a vertex. The ROI redraws the line connecting the two neighboring vertices.
Make drawn line snap at 15 degree angles.	Hold the **Shift** key while drawing. (Not useful for our application.)
Move the ROI. This function has been disabled.	Position the pointer over the ROI. Hover over the edge of the polygon (not on a vertex). The pointer changes to the fleur shape. Click and drag to move the ROI. Does not work.
Cancel drawing the ROI. Please do not cancel the ROI!	Press **Esc**. The function returns a valid ROI object with an empty Position field. Please don't press **Esc**!
Delete the ROI. Please do not delete the ROI!	Position the pointer on the ROI, right-click, and choose **Delete Polygon** from the context menu. Please do NOT delete the ROI!

From Matlab help documentation. See *help images.roi.Polygon* or *help drawpolygon*.

Notes

1. The cursor changes to a circle near a vertex to allow for repositioning or deleting that vertex.

2. A right click brings up a menu for adding/deleting vertices (and the ROI).