Subject: Re: Q: DEFROI for object-graphics?
Posted by davidf on Tue, 26 May 1998 07:00:00 GMT
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Herbert Tsang (htsang@mda.ca) writes:

> The CW_DEFROI that come with IDL do not work with object graphics,
> has anyone out there built something similar that will work with
> object graphics?

Yes, I've built something like this that works with object
graphics, but I have apparently deleted it in one of my
cleaning frenzies, because I can no longer find the code.

It is not difficult, however. The basic code was very
similar to the code to draw a free-hand line in a widget
program, which you can find on my web page in the Widget
Programming section:

   http://www.dfanning.com/documents/tips.html

Instead of collecting each new point and storing it in
a vector, I just added each new point to a polyline object,
then I just called the draw method on the window. This
allowed the line to grow as I moved the cursor around.
It was really much easier than I had expected it to be.

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/