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Subject: Re: Object Rubberband Selection Box  
Posted by [davidf](#) on Wed, 26 Apr 2000 07:00:00 GMT  
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Bill B. (wrb1000@my-deja.com) writes:

> By coincidence, I was just dealing with a problem with the rubberband  
> code (courtesy of Dave Fanning) and thought I might ask the group a  
> question. I recently received a PC upgrade at work with a fancy new  
> Diamond Stealth III S540 AGP video card w/ 32 Mb. Upon trying my IDL  
> application for the first time, to my horror, I managed to totally hang  
> the entire machine upon invoking the rubberband box. Other wierdness  
> was that the size of the box being drawn also affected how quickly it  
> would hang. After much trial and error, I isolated the problem to one  
> specific line:  
>  
> DEVICE, SET\_GRAPHICS\_FUNCTION = 10  
>  
> followed by the PLOTS command to draw the r-b box.

Uh, just to clarify, you will NOT find any SET\_GRAPHICS\_FUNCTION  
calls in any code I provide. :-)

I really don't care for that technique because I don't think  
it looks "professional" on many computers. I always use  
a DEVICE, COPY technique for drawing on graphics plots  
that use direct graphics.

Just didn't want my reputation besmirched more than it has  
been lately. :-)

Cheers,

David

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

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