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Subject: Re: drawing lines interactively  
Posted by [David Fanning](#) on Fri, 03 May 2002 21:51:45 GMT  
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Marten Blixt ([maarten@blues.phys.uit.no](mailto:maarten@blues.phys.uit.no)) writes:

> I have a small problem which I've solved only partially.  
>  
> I would like to draw a line on an image using the mouse, by clicking on the  
> two end points.  
> Sofar I can do just that, by using  
> TV,testimage,TRUE=1  
> CURSOR,x0,y0,/DEVICE,/DOWN  
> CURSOR,x1,y1,/DEVICE,/DOWN  
> PLOT,[x0,x1],[y0,y1], /DATA,/NOERASE  
>  
> but then the line appears \*after\* the two endpoints have been choosen, and I  
> would like a "temporary line", between the first point and the current position  
> of the cursor, to be shown. This should help me in positioning the last point.  
>  
> There is probably a simple solution to this, I just haven't found it. Does any  
> of you know how?

You can see a fairly simple solution to this in the program  
Drawline. Use your left mouse button to draw a freehand line,  
or your right mouse button to draw a straight line.

[http://www.dfanning.com/tip\\_examples/drawline.pro](http://www.dfanning.com/tip_examples/drawline.pro)

You can also read the following tip:

[http://www.dfanning.com/widget\\_tips/line\\_on\\_image.html](http://www.dfanning.com/widget_tips/line_on_image.html)

Cheers,

David

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

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