
Subject: Re: drawing lines interactively

Posted by [James Kuyper](#) on Fri, 03 May 2002 16:05:23 GMT

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What you have to do is to capture all mouse movements, not just clicks. You do this by choosing the "/MOTION_EVENTS" option when creating your draw widget. Alternatively, you can use the DRAW_MOTION_EVENTS option of WIDGET_CONTROL to turn the reporting of motion events on and off. Each time your event handler receives a new WIDGET_DRAW event with TYPE=2, it's a report of a new mouse position. You can then draw your line.

The tricky part is making the line temporary. That means you have to keep track of where you drew it, and then "undraw" it when the next mouse position event comes in. There's probably other ways to do it, but I know of only one simple way, that involves putting graphics into XOR mode:

```
DEVICE, GET_GRAPHICS=oldg, SET_GRAPHICS=6
PLOT,[x0,x1],[y0,y1], /DATA,/NOERASE
DEVICE, SET_GRAPHICS=oldg
```

If you draw the same line in that mode twice in a row, the second occurrence will un-draw the first.
