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Subject: Re: Dilating a point

Posted by [Mark Hadfield](#) on Fri, 21 Jun 2002 02:26:59 GMT

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"Akhila" <idlfreak@yahoo.com> wrote in message  
news:b1ad7b05.0206201342.3e9de643@posting.google.com...

> "Dick Jackson" <dick@d-jackson.com> wrote in message  
> news:<i34Q8.38238\$s82.3100417@news1.calgary.shaw.ca>...

>> "Akhila" <idlfreak@yahoo.com> wrote in message  
>> news:b1ad7b05.0206191006.3ef24d3c@posting.google.com...

>>> I have a blank screen. Using CURSOR and PLOTS command i mark a  
>>> point >>> in that screen with a value of 255B. I want to dilate  
>>> that point. Can >>> anybody tell me how to do that.....Please  
>>> help me.

>> How about this:  
>> [direct graphics example code]

> I guess this works only for direct graphics. I need to get it  
> working in Object Graphics. I used the Widget\_Draw event.x and  
> event.y to obtain the cursor point. I tried the 'DLgrPlot' to plot  
> it, but it didn't work. Please tell me how to plot that point, in  
> the current object graphics window.

(I think I've got the quoting right.)

Your original query specifically mentioned a couple of Direct Graphics commands, leading everyone to assume you wanted a Direct Graphics solution. How does Object Graphics come into it? Have you tried and succeeded with DG and now want to try with OG? Or were you looking for an OG solution all along?

Be that as it may, you will need to give more information before anyone can help you effectively. But first, go to David Fanning's page and check out his OG example programs. Several of these support cursor interaction, In particular, look at his zoombox program, which uses the cursor to mark out a box on an image and then displays the contents of the box in a separate window. (This is probably more elaborate than what you want.)

The basic idea is to trap your event structure in an event handler, pass [event.x, event.y] to your window's PickData method to locate the cursor event relative to one of the atoms in the graphics tree, then either modify that atom or add another atom to achieve the visual effect you want. Oh, and make sure you clean up after yourself!

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