
Subject: Re: "marching ants" rubberband box
Posted by [David Fanning](#) on Thu, 05 Sep 2002 12:16:41 GMT
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ronn kling (ronn@rlkling.com) writes:

> I think you can do this pretty easy in Object Graphics. You would draw the
> box with an IDLgrPolyline object and then just change the stippling pattern
> to mimic motion at each event (cursor motion or timing). The stippling
> pattern is a bitmask that you pass with the linestyle keyword. Look at the
> init method of IDLgrPolyline and the linestyle keyword.

In Photoshop, the ants keep marching while you are drawing the box and even afterwards, when there is no movement at all. The only way to simulate that would be timer events, but there would be a lot of them. And--I don't know--it doesn't seem like science to me. The fact that there doesn't seem to be much in the way of CPU time taken up while the ants do their thing makes me think it must be some kind of build-in system functionality. It kind of smacks of Microsoft, don't you think? At least it reminds me of that stupid paper clip that always annoys the hell out of me when I exit Excel. :-(

Cheers,

David

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David W. Fanning, Ph.D.
Fanning Software Consulting, Inc.
Phone: 970-221-0438, E-mail: david@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155
