
Subject: Re: "marching ants" rubberband box
Posted by [ronn](#) on Thu, 05 Sep 2002 11:38:50 GMT
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Hi Ted,

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 Direct Graphics it would be possible but not very pretty and lots of code.

-Ronn

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"Application Development with IDL" 1½ programming book updated for IDL5.5!

"Calling C from IDL, Using DLM's to extend your IDL code"!

"Power Graphics with IDL, A Beginner's Guide to Object Graphics", NEW BOOK!

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