>
> Hi there!
>
> Has anyone got a good rubberbanding routine for IDL
> available?
>
> You know what I mean, don't you?
> You press and hold the left mouse button in a graphics window
> and you get a scalable rectangle where one corner is fixed
> at the location you pressed, and the other (diagonal) corner
> follows the mouse until you release the button.
> (And then the rectangle is either fixed or
> removed - without a trace in the image.)
>
> I want it for selecting "area of interest" in an image.
>
> TIA,

>

Sorry I forgot to specify - I want the routine to work for
a WIDGET_DRAW, i.e. the BOX_CURSOR routine does not apply here!

Frank.