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Subject: [Q]:Rubberbanding in IDL

Posted by on Mon, 20 Mar 1995 09:43:31 GMT

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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,

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