
Subject: Re: [Q]:Rubberbanding in IDL
Posted by [mbastian](#) on Fri, 31 Mar 1995 08:00:00 GMT
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Here is my rubber banding program.

Hope this helps.

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```
pro RubberBand, LeftHandSide, RightHandSide, Bottom, Top
;
; this program will draw a rubber band box that follows the cursor
; the first corner starts when the left mouse button is pressed
; and the other corner ends when the mouse button is released
;
!err = 0
LeftButtonPressed = 1
LoopCount = 0L

;
; set the clip rectangle to it's maximum limits in order for "zoom" to work
;
!p.clip = [0,0,!d.x_size,!d.y_size,0,0]

;
; keep looping until the user presses the left mouse button
;
while !err ne LeftButtonPressed do begin
    ;
    ; every 100 times through this loop print the usage message
    ;
    if LoopCount mod 100L eq 0 then begin
        print, 'Press left mouse button to activate rubber band box'
        LoopCount = 0
    endif
    LoopCount = LoopCount + 1

    ;
    ; get the current mouse location in pixels relative to lower lhs corner
    ; note that this function return immediatly without waiting for a mouse
    ; button to be pressed
    ;
    cursor, x1, y1, /nowait, /data
endwhile
print, 'Release left mouse button to de-activate rubber band box'
```

```

;
; keep looping and drawing the rubber band box until the button is released
;
!linetype = 0
x2 = x1
y2 = y1
x = -1
y = -1
device, set_graphics=6, get_graphics=oldg
oplot,[x1, x1, x2, x2, x1], [y1, y2, y2, y1, y1]; /device
while (!err eq LeftButtonPressed) or ((x eq -1) and (y eq -1)) do begin
    cursor, x, y, /nowait, /data
    if (x ne x2) or (y ne y2) then begin
        oplot,[x1, x1, x2, x2, x1], [y1, y2, y2, y1, y1]
        x2 = x
        y2 = y
        oplot,[x1, x1, x2, x2, x1], [y1, y2, y2, y1, y1]
    endif
endwhile
oplot,[x1, x1, x2, x2, x1], [y1, y2, y2, y1, y1]
device, set_graphics=oldg

;
; set up the return values
; converting from screen coordinates to world coordinates
;
if x1 lt x2 then begin
    LeftHandSide = float (x1)
    RightHandSide = float (x2)
endif else begin
    RightHandSide = float (x1)
    LeftHandSide = float (x2)
endelse

if y1 lt y2 then begin
    Bottom = float (y1)
    Top = float (y2)
endif else begin
    Top = float (y1)
    Bottom = float (y2)
endelse

return
end

```
