Subject: Re: Dragging mouse question
Posted by Fergus Gallagher on Thu, 13 Apr 1995 07:00:00 GMT
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cabr69@ccsun.strath.ac.uk ("D.H.Brooks") wrote:
> Hello everyone,
>
> I have written a (very simple) procedure which displays data points on
an xy-axis
> and allows you to manipulate them using the left mouse button (i.e. it
just uses
> tvrdc,x,y,/down to get the point-within a specified range-and reads the
position of
> the next click to place it).At the moment all it does is re-plot every
time you move
> a point and although it is satisfactory for my purposes it takes a
> while to get the plot line looking smooth.Clearly it would be neater
> if i could drag the points and have the screen continually update the
> plot so i could see the original line itself moving
> with the cursor.I expect it to be fairly simple but have looked
> in the IDl manual/reference guide and at the library routines for
> clues and have found nothing helpful.Does anyone know what commands
> i should be using? Any help would be appreciated.
>
> Cheers,
>
> David
>

Dear David,

Your simplest option is probably to use

device,set_graphics_function=6 ; GXxor. IDL Ref manual page 3-20

With Xor set, redrawing a line erases it, since (a xor b) xor b == a
This works well for black and white line-type drawings, but an
intermediate (a xor b) can produce some funny colours in other
situations.

Your line drawing code might look something like:
(I'm writing this on the fly, so don't trust it!!!)

```
;============================
pro rubberline,x,y  ; x and y are 2-element vectors
common rub,oldx,oldy

device,get_graphics=oldgraphics
```

```
device,set_graphics=6; xor

if n_elements(oldx) ne 0 then begin
    plots,oldx,oldy     ; undraw old line - if it exists.
endif
plots,x,y
oldx = x
oldy = y
device,set_graphics=oldgraphics
end
;============================
```

when you've finished drawing a line, you will probably want to draw it
with the default graphics function (15=GXset)

Fergus


```
================================================
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```