
Subject: Re: Tracking Cursor in Object Graphics Draw Widgets
Posted by [Robert Barnett](#) on Mon, 24 Jan 2005 22:57:53 GMT
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Indeed, it does require a little more work if you're doing it as a once off. There are two ways I see:

- 1) Putting IDLgrWindow into a Widget_Draw and doing event processing using widgets to emulate tvcrs().
- 2) Rendering onto IDLgrBuffer and displaying the image and cursor using tv, thus you can use tvcrs(). However, there may be significant performance issues.

In practise most of my applications are in a Widget_Base and have event loops set up. Thus, most of the work required for option 1 would be done anyway :)

Robbie

David Fanning wrote:

> Antonio Santiago writes:
>
>
>> I dont know if I understand so well your question.
>>
>> I am supossing you are refering to have 2 widget draw with a pair of
>> "photos" and select some points on one implies select the same points in
>> the other.
>>
>> (I hope i am right with my suposition because this message is a bit
>> sticky :))
>>
>
> Alas, what I was referring to was the object graphics
> equivalent of TVCRS. This turns out to be an old feature
> request that has never been implemented. To work around it,
> you usually define some kind of "symbol" object to use as
> a cursor, and you move that around in both windows, using
> whatever event or message passing capability you have built
> into your objects to communicate with one another.
>
> It's a bit more work than I was hoping for, but ... that's
> the nature of object graphics. :-)
>
> Cheers,
>
> David

>
>

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