
Subject: Re: Tracking Cursor in Object Graphics Draw Widgets
Posted by [David Fanning](#) on Fri, 21 Jan 2005 17:41:25 GMT
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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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