
Subject: Re: Rubberband box for object graphics
Posted by [Mark Hadfield](#) on Sun, 13 Feb 2005 20:33:33 GMT
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Rainnie, JA (John) wrote:

- > I'm delving into the IDL graphics objects, and specifically I wish to
- > develop a plot window using the IDLgrPlot class. Thanks to several
- > examples (mostly Dave Fanning's xPlot) I've managed to do this.
- > However, I really need to implement a rubberband box so the user can
- > interactively zoom into this plot (like DF's zPlot). The conversion from
- > device to data coordinates is of course done in direct graphics with the
- > Convert_Coord function. However, I can't find any examples of how this
- > is done for object graphics.
- >
- > Has anyone done this - and are there any examples you can direct me to.

My Motley library, hosted at

<http://www.dfanning.com/hadfield/idl/README.html>,

has an Object Graphics rubberband box for zooming into 2D or 3D plots.
It's implemented as one of several different "mouse handlers" that can
be selected via a drop-down list on the bottom of plot windows. The
relevant one is called the "Zoom" handler and the code for it can be
seen in the file mgh_mouse_handler_library.pro.

Make of it what you will. It's quite tightly coupled with the rest of
the code in the library, so pulling it out would take a bit of work.

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