
Subject: Re: Rubberband box for object graphics
Posted by [b_gom](#) on Fri, 11 Feb 2005 17:15:52 GMT
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Hi John,

I set out to do what you're intending to do a few years ago, and I'm still modifying the code. I can send you my zoomable plot object if you like, but it is probably not the simplest example of how to do this.

The problem I'm trying to solve right now is that IDLgrPolyline objects do not get clipped by the axis the way that IDLgrPlot objects do, so now I'm having to redesign the object heirarchy so that I can add images, polylines, etc to my plot object and have them zoomable the same way the IDLgrPlot is. If anyone has examples of doing THIS, I'd be interested..

Brad

Rainnie, JA (John) wrote:

> Hi
>
> 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.
>
> Cheers
>
> John
>
> Dr. John A. Rainnie
> Imaging Systems Division
> Space Science and Technology Department
> Rutherford Appleton Laboratory
> Oxfordshire, OX11 0QX
> UK
