
Subject: Rubberband box for object graphics

Posted by [Rainnie, JA \\(\John\\)](#) on Fri, 11 Feb 2005 11:39:30 GMT

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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

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