
Subject: Re: border around draw widget
Posted by [JD Smith](#) on Wed, 27 Sep 2006 18:06:38 GMT
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On Wed, 27 Sep 2006 15:42:43 +0200, Laurens wrote:

> Hi,
>
> I have a couple of draw widgets displaying various gamma-scans. Now the
> user has to select two of them by clicking on them; done.
> But now I want to let the user know where he clicked, so is it possible
> to draw some sort of red border of a few pix around the clicked
> draw-widget? I know they have a frame property, but that's just too thin
> and doesn't attract attention...

You could make the frame thicker. Something like:

```
IDL> b=widget_base(/ROW)
IDL> t=widget_draw(b,xsize=200,ysize=200,FRAME=10)
IDL> b2=widget_base(b,xsize=200,ysize=200,xpad=10,ypad=10,/COLUMN )
IDL> t2=widget_draw(b2,xsize=200,ysize=200)
IDL> widget_control, b,/realize
```

Unfortunately with this setup, you'll have to kill and re-create everything whenever the user selects a new draw widget (since FRAME's are only possible when the widget is created). Not ideal. You'll probably want to use UPDATE=0/1 to avoid flickering.

Here's a trick that avoids all that killing/recreating. Use a bulletin board base (no /ROW or /COLUMN), and then layer two bases inside it: one which holds your draw widget, offset by 10 pixels in x and y, and one empty base which has FRAME=10 set, whose only purpose in life is to display that frame. Simply map and unmap the empty draw base to add/remove the frame as necessary. Something like:

```
IDL> b=widget_base()
IDL> b1=widget_base(b,xsize=200,ysize=200,xpad=10,ypad=10)
IDL> t=widget_draw(b1,xsize=200,ysize=200)
IDL> b2=widget_base(b,xsize=200,ysize=200,FRAME=10)
IDL> widget_control, b,/realize
IDL> widget_control, b2,map=0 ; remove frame
IDL> widget_control, b2,map=1 & widget_control, b1,map=1 ; add frame back
```

To make it easier, wrap this functionality up in a compound "frame-toggle-draw" widget of some sort, and then layout as many of these as you need. I might instead make it an object widget for additional convenience (so I can pass it an image to draw, tell it to erase, etc.), but a regular compound widget would work as well. Then

something like:

`widget_control,frame_toggle_draw_widget_id,SET_VALUE=0` ; turn frame off

could be enough to "de-select" that draw.

JD
