
Subject: Re: IDLgrPlot and Widget event
Posted by [Laurens](#) on Sat, 26 May 2007 14:12:58 GMT
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David Fanning wrote:

> Laurens writes:

>

>> After much irritation from not being able to write a universal class for
>> drawing every kind of curve, (as usual) David's suggestion to me a few
>> months ago did the trick;

>>

>> All measures are normalized to 0->1 so Axis, Curve/Plot and Symbols, all
>> are scaled to that 0-> scale; the curve draws fine.

>>

>> Now, I am catching the MOTION event from the mouse cursor; I want to
>> have something like a crosshair to accentuate the position of the mouse
>> cursor (see link for example img).

>> Catching the event and drawing the polylines almost goed well, except
>> for the fact that I don't seem to be able to position the lines at the
>> right place. I guess this has to do since the event.x delivers me the
>> pixel-position on the widget, say 98. But 98 is a bit tough to fit onto
>> a scale of 0->1.

>>

>> So the actual question: how do I get from an event.x or event.y to a
>> position in my normalized plot?

>

> Unless I am missing something terribly obvious, don't you
> just divide the point by the size of the window in pixels
> to get the normalized location?

>

> dims = oWindow -> GetDimensions()

> xNormal = event.x / Float(dims[0])

> yNormal = event.y / Float(dims[1])

>

> Cheers,

>

> David

grrrr, You're not the one who is missing the obvious :) Though it's not
an exact match to what I need (there seems to be some difference in
y-direction, but I guess that's because the curve is smaller than the
viewplane...

Anyhow; thanks mate ;)

Cheers, Laurens
