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Subject: Re: Giant crosshairs

Posted by [james](#) on Fri, 28 Aug 1992 23:14:32 GMT

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In article <[laa-270892173708@berserk.c3.lanl.gov](mailto:laa-270892173708@berserk.c3.lanl.gov)> [laa@lanl.gov](mailto:laa@lanl.gov) (Lee Ankeny) writes:

> Hello Wave gurus,

>

> I'd like to implement a "giant crosshair", like the old tek terminals used  
> to have. It would extend from top edge to bottom edge, and left edge to  
> right edge of the window, intersecting at the current mouse pointer  
> location.

>

Hi Lee. You might give this a try. Not guaranteed to be bullet proof :-)  
But it should get you going in the right direction. Courtesy of  
Mike 4 Mayer, PVI field Technical Sales Engineer.

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PRO BIGHAIR, x, y

;

; Procedure to get cursor location in current window,  
; using cursor lines across the entire window.

; The X and Y cursor locations (in pixels) are returned.

; Further modification could allow Normalized or  
; Data coordinates to be returned.

;

; Mike Mayer, 8/28/92

;

; Usage:

; WAVE> BIGHAIR, x, y

;

PRINT, 'Press left mouse button to quit...'

DEVICE, Get\_Graphics = oldmode

DEVICE, Set\_Graphics = 6 ; XOR write mode.

xmax = !D.X\_Vsize

ymax = !D.Y\_Vsize

!Err = 0 ; Reset.

CURSOR, oldx, oldy, /Device, /Change

PLOTS, [oldx, oldx], [0, ymax], /Device ; Draw first crosshairs.

PLOTS, [0, xmax], [oldy, oldy], /Device ; Draw first crosshairs.

EMPTY

WHILE !Err NE 1 DO BEGIN

    CURSOR, x, y, /Device, /Change

    PLOTS, [oldx, oldx], [0, ymax], /Device ; Erase last crosshairs.

    PLOTS, [0, xmax], [oldy, oldy], /Device ; Erase last crosshairs.

    PLOTS, [x, x], [0, ymax], /Device ; Draw new crosshairs.

    PLOTS, [0, xmax], [y, y], /Device ; Draw new crosshairs.

```
oldx = x
oldy = y
EMPTY
ENDWHILE
PLOTS, [oldx, oldx], [0, ymax], /Device ; Erase last crosshairs.
PLOTS, [0, xmax], [oldy, oldy], /Device ; Erase last crosshairs.
DEVICE, Set_Graphics = oldmode
PRINT, 'X = ' + STRTRIM(x, 2), ' Y = ' + STRTRIM(y, 2)
END
```

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