
Subject: Re: CURSOR skips a few beats :-(
Posted by [cgguido](#) on Thu, 28 Jan 2010 22:38:34 GMT
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On Jan 27, 4:29 pm, David Fanning <n...@dfanning.com> wrote:

> Well, you can do shapes easily enough just by connecting
> the dots. For example, in AnnotateWindow you can choose
> a pencil cursor and draw whatever shape you like (if you
> have any drawing talent, of course). You just can't get
> ALL the points the cursor crosses over. I don't think
> object graphics will help in this case, either. You will
> have learned them for nothing. :-)
>

Right, you can join the dots... so when IDL plots the line between the dots, it calculates which pixels need to turn white. How do I get the coords of all those pixels?

I have come up with a three-step linear interpolation that I do between each pair of points and it seems to be working (with 2 probs). here is a snippet:

pro dlines

```
f_xsize = 300  
f_ysize = 300
```

```
map = bytarr(f_xsize, f_ysize, 2)*0b
```

```
FOR line = 0, 1 DO BEGIN  
  cursor, d1, d2, /down, /device  
  device, cursor_standard = 32  
  !mouse.button=0  
  x1 = 0 > d1 < f_xsize-1  
  y1 = 0 > d2 < f_ysize-1  
  WHILE (!MOUSE.button NE 4) DO BEGIN  
    plots, x1, y1, /device, ps = 3, color = fsc_color(['green',  
'red'])[line])  
    map[x1,y1, line] = 1b  
    oldx = x1  
    oldy = y1  
    CURSOR, X1, Y1, /device, 1  
    x1 = 0 > x1 < f_xsize-1  
    y1 = 0 > y1 < f_ysize-1  
  
    dx = abs(x1-oldx)  
    dy = abs(y1-oldy)  
    l = sqrt((dx)^2+(dy)^2)
```


Thanks,
Gianguido
