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Subject: Re: cursor in object-oriented graphics

Posted by [David Fanning](#) on Tue, 23 Aug 2011 02:55:15 GMT

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Russell writes:

> I had pretty much lost hope that on that, figuring it wasn't  
> possible. The code is pretty large at this point, and I'd hate to  
> revamp it for this relatively minor feature.

I would have thought so, but I didn't want people  
to get the idea that you couldn't do exciting  
things with direct graphics. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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