
Subject: Re: cursor in object-oriented graphics

Posted by [David Fanning](#) on Mon, 22 Aug 2011 03:11:25 GMT

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Russell writes:

> Hi, I'm building a GUI which overlays some number of ROIs over an
> image. Since I want the User to move, rescale, rotate, and delete
> these regions, all of the graphics are handled using the object-
> oriented graphics. But now I want to move the cursor around the image
> programmatically --- for example, have the user press the arrow keys
> and the cursor moves accordingly. I've tried the cursor.pro routine,
> but that only seems to work in direct-graphics mode. Does anyone have
> any suggestions for doing this in object-oriented mode?

I am unaware of any method to programmatically move the cursor
in object graphics.

But, I guess the good news is that moving, scaling, rotating,
and deleting ROIs can also be done in direct graphics, as
an application like AnnotateWindow demonstrates:

<http://www.idlcoyote.com/catalyst/annotate.html>

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.")
