
Subject: Mixing object and direct graphics
Posted by [wlandsman](#) on Sun, 17 Feb 2013 16:56:41 GMT
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I'm working on a very large widget image analysis program, which uses direct graphics (so the GRAPHICS_LEVEL keyword to WIDGET_DRAW is set to its default value of 1). I'd like to add a spinning crosshair cursor so that I can measure angles on the image. I have done this successfully in a little object graphics program (i.e. setting GRAPHICS_LEVEL = 2 in WIDGET_DRAW) using the TRACKBALL object. Will I be able to use the TRACKBALL object in my large direct graphics program? I suppose I will find the answer myself soon enough, but perhaps someone has experience with this.

Alternatively, can someone recommend an interactive method for measuring angles on a direct graphics image? Thanks, --Wayne
