
Subject: Re: CURSOR question
Posted by [David Fanning](#) on Wed, 10 Oct 2001 17:47:50 GMT
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Paul Manusu (phpvm@alinga.newcastle.edu.au) writes:

- > Using the CURSOR routine I can read the X, Y data values on a 2-D plot
- > using the mouse. If I have a 3-D plot does anyone now if its possible to
- > read the Z component using the mouse ?
- > ;That is, instead of
- > CURSOR, X, Y
- > ;I want
- > CURSOR, X, Y, Z
- > ;or something like
- > CURSOR, X, Z
- >
- > My initial tries have all failed !

This kind of thing, I am sure, could be done by replicating the window in the Z-graphics buffer and selecting the referenced point there. But, I confess, the details of how it is done escape me. It can be done trivially in an object graphics window. :-)

Cheers,

David

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David W. Fanning, Ph.D.
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Subject: Re: CURSOR question
Posted by [Pavel A. Romashkin](#) on Wed, 10 Oct 2001 19:17:52 GMT
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David Fanning wrote:

- > It can be done trivially in an object
- > graphics window. :-)

This kind of thing always baffled me. Choosing a point in 3D is ok as long as you hit an existing item and this is what you intended to hit.

But there is no way to unambiguously select a 3D location on a 2D screen otherwise, as far as I can see. You *have* to make assumptions here.

Cheers,
Pavel

Subject: Re: CURSOR question
Posted by [David Fanning](#) on Wed, 10 Oct 2001 20:12:04 GMT
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Pavel A. Romashkin (pavel.romashkin@noaa.gov) writes:

- > This kind of thing always baffled me. Choosing a point in 3D is ok as
- > long as you hit an existing item and this is what you intended to hit.
- > But there is no way to unambiguously select a 3D location on a 2D screen
- > otherwise, as far as I can see. You *have* to make assumptions here.

I think you can unambiguously select the thing you can
see. The ambiguous stuff is behind all that. :-)

Cheers,

David

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