
Subject: Re: drawing lines interactively

Posted by [James Kuyper](#) on Fri, 03 May 2002 16:05:23 GMT

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What you have to do is to capture all mouse movements, not just clicks. You do this by choosing the "/MOTION_EVENTS" option when creating your draw widget. Alternatively, you can use the DRAW_MOTION_EVENTS option of WIDGET_CONTROL to turn the reporting of motion events on and off. Each time your event handler receives a new WIDGET_DRAW event with TYPE=2, it's a report of a new mouse position. You can then draw your line.

The tricky part is making the line temporary. That means you have to keep track of where you drew it, and then "undraw" it when the next mouse position event comes in. There's probably other ways to do it, but I know of only one simple way, that involves putting graphics into XOR mode:

```
DEVICE, GET_GRAPHICS=oldg, SET_GRAPHICS=6
PLOT,[x0,x1],[y0,y1], /DATA,/NOERASE
DEVICE, SET_GRAPHICS=oldg
```

If you draw the same line in that mode twice in a row, the second occurrence will un-draw the first.

Subject: Re: drawing lines interactively

Posted by [nobody@nowhere.com](#) (S) on Fri, 03 May 2002 16:33:16 GMT

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you could just use the ANNOTATE widget, which will let you draw text, lines, etc. on the current graphics window interactively, and export to postscript or bitmap.

On Fri, 3 May 2002 16:22:06 +0000 (UTC), Marten Blixt

<maarten@blues.phys.uit.no> wrote:

> Hi all,

>

> I have a small problem which I've solved only partially.

>

> I would like to draw a line on an image using the mouse, by clicking on the
> two end points.

> So far I can do just that, by using

> TV,testimage,TRUE=1

> CURSOR, x0,y0,/DEVICE,/DOWN

> CURSOR,x1,y1,/DEVICE,/DOWN

> PLOT,[x0,x1],[y0,y1], /DATA,/NOERASE

>

> but then the line appears *after* the two endpoints have been chosen, and I

> would like a "temporary line", between the first point and the current position

> of the cursor, to be shown. This should help me in positioning the last point.
>
> There is probably a simple solution to this, I just haven't found it. Does any
> of you know how?
>
> Many thanks,
> Mårten Blixt

--

Steve S.

steve@NOSPAMmailaps.org
remove NOSPAM before replying

Subject: Re: drawing lines interactively
Posted by [David Fanning](#) on Fri, 03 May 2002 21:51:45 GMT
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Marten Blixt (maarten@blues.phys.uit.no) writes:

> I have a small problem which I've solved only partially.
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> CURSOR, x1,y1,/DEVICE,/DOWN
> PLOT, [x0,x1],[y0,y1], /DATA,/NOERASE
>
> but then the line appears *after* the two endpoints have been chosen, and I
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> of the cursor, to be shown. This should help me in positioning the last point.
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> There is probably a simple solution to this, I just haven't found it. Does any
> of you know how?

You can see a fairly simple solution to this in the program
Drawline. Use your left mouse button to draw a freehand line,
or your right mouse button to draw a straight line.

http://www.dfanning.com/tip_examples/drawline.pro

You can also read the following tip:

http://www.dfanning.com/widget_tips/line_on_image.html

Cheers,

David

--

David W. Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438, E-mail: david@dfanning.com

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

Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: drawing lines interactively

Posted by [R.Bauer](#) on Sun, 05 May 2002 18:45:10 GMT

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Marten Blixt wrote:

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> PLOT, [x0, x1], [y0, y1], /DATA, /NOERASE
>
> but then the line appears *after* the two endpoints have been chosen, and I
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> of the cursor, to be shown. This should help me in positioning the last point.
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> of you know how?
>
> Many thanks,
> Mårten Blixt

Dear Mårten

there are a lot of routines from Ray Sterner (JHUAPL) already available.
I am often using hori, veri, hor, ver, hline, vline and crossi.

http://fermi.jhuapl.edu/s1r/idl/s1r/lib/local_idl.html

or the routine path:

<ftp://fermi.jhuapl.edu/pub/idl/routines/>

regards
Reimar

--

Reimar Bauer

Institut fuer Stratosphaerische Chemie (ICG-I)
Forschungszentrum Juelich
email: R.Bauer@fz-juelich.de

a IDL library at ForschungsZentrum Juelich
http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_lib_intro.html

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