
Subject: Re: (x,y,z) ¿?

Posted by [David Fanning](#) on Wed, 14 Mar 2007 15:50:42 GMT

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inisi writes:

>
> I've been trying out the demo applications and I've seen a functionality
> I'm interested in.
>
> The demo file is icontrour.pro, it creates a 3D scene and at the bottom
> down of the window there prints the X,Y,Z coordinates of the cursor
> position.
>
> I've been searching along the help and I haven't seen anything about
> that. Widget_Draw returns only the motion events of the mouse on the
> screen.
>
>
> Can you drop me a rope in this matter ?

Use the PICKDATA method on the IDLgrWINDOW (obtained from
your draw widget as its value) to get this value.

Cheers,

David

--

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

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

Subject: Re: (x,y,z) ¿?

Posted by [inisi](#) on Thu, 15 Mar 2007 11:12:48 GMT

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Thanks for your fast reply,

PICKDATA works :D

I've been searching this functionality and I was starting to consider
applying trigonometry to get the point.

I've never thought that it could be done with just a line.

If anyone is trying it out there is a clear example in (examples/doc/

objects) surf_track.pro .

PD> The more I work with IDL the more it astonishes me o_O

Ignasi Lerma
GRAHI
