
Subject: Re: [Q]:Rubberbanding in IDL
Posted by on Mon, 20 Mar 1995 10:18:04 GMT
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>
> Hi there!
>
> Has anyone got a good rubberbanding routine for IDL
> available?
>
> You know what I mean, don't you?
> You press and hold the left mouse button in a graphics window
> and you get a scalable rectangle where one corner is fixed
> at the location you pressed, and the other (diagonal) corner
> follows the mouse until you release the button.
> (And then the rectangle is either fixed or
> removed - without a trace in the image.)
>
> I want it for selecting "area of interest" in an image.
>
> TIA,

>

Sorry I forgot to specify - I want the routine to work for
a WIDGET_DRAW, i.e. the BOX_CURSOR routine does not apply here!

Frank.

Subject: Re: [Q]:Rubberbanding in IDL
Posted by [rouse](#) on Thu, 30 Mar 1995 08:00:00 GMT
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|>Path: lanews.la.asu.edu!news.asu.edu!asuvax!cs.utexas.edu!howland.
reston.ans.net!EU.net!dkuug!eunet.no!nuug!telepost.no!usenet

|>Newsgroups: comp.lang.idl-pvwave
|>Subject: Re: [Q]:Rubberbanding in IDL
|>Date: Mon, 20 Mar 95 03:18:04 MST
|>Organization: Telepost Communications A/S
|>Lines: 26
|>Message-ID: <3kjkos\$qmk@nms.telepost.no>
|>References: <3kjio3\$fjn@nms.telepost.no>
|>NNTP-Posting-Host: nissemainn.spacetec.no
|>

```

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|>
|>Frank.
|>
|>

```

You can get box_cursor to work in a draw widget by having a menu entry or button labeled 'box' that executes something like this:

```

wset, window_number
  box_cursor, x0, y0, nx, ny
wset, original_window

```

You get the window number using widget_control:

```

widget_control, id_of_draw_widget, get_value=window_number

```

I'd like to hear about other methods too. - Roger

```

+-----+
|Roger B. Rouse      + # # # .      |
|                   #      . +      |
|Arizona State University  #      + +      #      |
|Dept. Physics & Astronomy      + +      + #      +      |
|Tempe, Az, 85287-1504      +      +      #      |
|                   .      . @ .      .      |

```

```
|rouse@sevens.la.asu.edu      #  +  +  |
|          +  # +  ++        |
|"The AscII Galaxy found      #  ++  .  |
|in the Local Network."      +.      #  |
|          . # + # .    Rouse|
+-----+

```
