
Subject: [Q]:Rubberbanding in IDL
Posted by on Mon, 20 Mar 1995 09:43:31 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,

Subject: Re: [Q]:Rubberbanding in IDL
Posted by [mbastian](#) on Fri, 31 Mar 1995 08:00:00 GMT
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Here is my rubber banding program.

Hope this helps.

Matthew Bastian
National Research Council of Canada

```
pro RubberBand, LeftHandSide, RightHandSide, Bottom, Top
;
; this program will draw a rubber band box that follows the cursor
; the first corner starts when the left mouse button is pressed
; and the other corner ends when the mouse button is released
;
!err = 0
LeftButtonPressed = 1
LoopCount = 0L

;
; set the clip rectangle to it's maximum limits in order for "zoom" to work
;
```

```

!p.clip = [0,0,!d.x_size,!d.y_size,0,0]

;
; keep looping until the user presses the left mouse button
;
while !err ne LeftButtonPressed do begin
    ;
    ; every 100 times through this loop print the usage message
    ;
    if LoopCount mod 100L eq 0 then begin
        print, 'Press left mouse button to activate rubber band box'
        LoopCount = 0
    endif
    LoopCount = LoopCount + 1

    ;
    ; get the current mouse location in pixels relative to lower lhs corner
    ; note that this function return immediatly without waiting for a mouse
    ; button to be pressed
    ;
    cursor, x1, y1, /nowait, /data
endwhile
print, 'Release left mouse button to de-activate rubber band box'

;
; keep looping and drawing the rubber band box until the button is released
;
!linetype = 0
x2 = x1
y2 = y1
x = -1
y = -1
device, set_graphics=6, get_graphics=oldg
oplot,[x1, x1, x2, x2, x1], [y1, y2, y2, y1, y1]; /device
while (!err eq LeftButtonPressed) or ((x eq -1) and (y eq -1)) do begin
    cursor, x, y, /nowait, /data
    if (x ne x2) or (y ne y2) then begin
        oplot,[x1, x1, x2, x2, x1], [y1, y2, y2, y1, y1]
        x2 = x
        y2 = y
        oplot,[x1, x1, x2, x2, x1], [y1, y2, y2, y1, y1]
    endif
endwhile
oplot,[x1, x1, x2, x2, x1], [y1, y2, y2, y1, y1]
device, set_graphics=oldg

;
; set up the return values

```

```
; converting from screen coordinates to world coordinates
;
if x1 lt x2 then begin
    LeftHandSide = float (x1)
    RightHandSide = float (x2)
endif else begin
    RightHandSide = float (x1)
    LeftHandSide = float (x2)
endelse

if y1 lt y2 then begin
    Bottom = float (y1)
    Top = float (y2)
endif else begin
    Top = float (y1)
    Bottom = float (y2)
endelse

return
end
```

Subject: Re: [Q]:Rubberbanding in IDL
Posted by [rouse](#) on Sat, 01 Apr 1995 08:00:00 GMT
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In article <D6B64n.CJ0@hpl.hp.com>, peter@hpl.hp.com (Peter Webb) writes:
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|>Sender: news@hpl.hp.com (HPLabs Usenet Login)
|>Message-ID: <D6B64n.CJ0@hpl.hp.com>
|>Date: Fri, 31 Mar 95 07:12:23 MST
|>References: <3kjo3\$fn@nms.telepost.no> <3kjos\$mk@nms.telepost.no>
|><3l65INNksq@lanews.la.asu.edu>
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|>
|>
|>I'd post my favorite routine, but it's copywrite of my previous employer...
|>

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