
Subject: Re: cursor in object-oriented graphics

Posted by [David Fanning](#) on Mon, 22 Aug 2011 03:11:25 GMT

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Russell writes:

> Hi, I'm building a GUI which overlays some number of ROIs over an
> image. Since I want the User to move, rescale, rotate, and delete
> these regions, all of the graphics and handled using the object-
> oriented graphics. But now I want to move the cursor around the image
> programmatically --- for example, have the user press the arrow keys
> and the cursor moves accordingly. I've tried the cursor.pro routine,
> but that only seems to work in direct-graphics mode. Does anyone have
> any suggestions for doing this in object-oriented mode?

I am unaware of any method to programmatically move the cursor
in object graphics.

But, I guess the good news is that moving, scaling, rotating,
and deleting ROIs can also be done in direct graphics, as
an application like AnnotateWindow demonstrates:

<http://www.idlcoyote.com/catalyst/annotate.html>

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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

Subject: Re: cursor in object-oriented graphics

Posted by [Russell\[1\]](#) on Tue, 23 Aug 2011 02:22:05 GMT

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On Aug 21, 8:11 pm, David Fanning <n...@idlcoyote.com> wrote:

> Russell writes:

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>> image. Since I want the User to move, rescale, rotate, and delete
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>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:<http://www.idlcoyote.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Hi David, thanks for the tip.

I had pretty much lost hope that on that, figuring it wasn't possible. The code is pretty large at this point, and I'd hate to revamp it for this relatively minor feature.

Aww shucks, Russell

Subject: Re: cursor in object-oriented graphics
Posted by [David Fanning](#) on Tue, 23 Aug 2011 02:55:15 GMT
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Russell writes:

> I had pretty much lost hope that on that, figuring it wasn't
> possible. The code is pretty large at this point, and I'd hate to
> revamp it for this relatively minor feature.

I would have thought so, but I didn't want people to get the idea that you couldn't do exciting things with direct graphics. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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