Subject: cursor in object-oriented graphics
Posted by Russell[1] on Mon, 22 Aug 2011 02:38:59 GMT

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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?

Thanks, Russell