
Subject: Function graphics cursor

Posted by [Helder Marchetto](#) on Fri, 22 Nov 2013 14:14:04 GMT

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Hi,

I would like to place markers on an Image(). Unfortunately, normally the cursor looks like an arrow on the function graphic images. I would like to modify its appearance to something like a crosshair (that is the standard in direct graphics). I could not find something for object graphics that resembles the command

device, /crosshair

Anyone knows if this is possible?

Regards,

Helder

Subject: Re: Function graphics cursor

Posted by [David Fanning](#) on Fri, 22 Nov 2013 14:33:16 GMT

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Helder writes:

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> Anyone knows if this is possible?

Try REGISTER_CURSOR.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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

Subject: Re: Function graphics cursor

Posted by [Helder Marchetto](#) on Fri, 22 Nov 2013 22:13:17 GMT

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On Friday, November 22, 2013 3:33:16 PM UTC+1, David Fanning wrote:

> Helder writes:

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Hi David,

thank as usual for the suggestion. In the meanwhile I was on a train and I looked more into the problem. The thing is that if I draw an object (a cross) on an object (an image), the mouse changes to all the possible shapes (to change size and position). This was pretty annoying. So I found a way around this and instead of drawing a cross, I'm now drawing a circle with 4 lines pointing to the center without reaching it. This way I get the crosshair pointer and don't get close

enough to the object to get annoyed by changes in cursor.

For completeness, here is how I draw this positioning object (the coordinates part is a bit confusing, but I don't want to post the even more confusing rest of the code!)

```
DevCoords = (*self.win1).ConvertCoord([self.Coords[0],self.Coords[2]], [self.Coords[1],  
self.Coords[3]], /DATA, /TO_DEVICE)  
*self.cObj1[0] = POLYLINE([DevCoords[0,I]-self.dCross, DevCoords[0,I]-(self.dCross/2)],  
[DevCoords[1,I], DevCoords[1,I]], '-r2', TARGET=(*self.win1), /DEVICE)  
*self.cObj1[1] = POLYLINE([DevCoords[0,I]+self.dCross, DevCoords[0,I]+(self.dCross/2)],  
[DevCoords[1,I], DevCoords[1,I]], '-r2', TARGET=(*self.win1), /DEVICE)  
*self.cObj1[2] = POLYLINE([DevCoords[0,I], DevCoords[0,I]], [DevCoords[1,I]-self.dCross,  
DevCoords[1,I]-(self.dCross/2)], '-r2', TARGET=(*self.win1), /DEVICE)  
*self.cObj1[3] = POLYLINE([DevCoords[0,I], DevCoords[0,I]], [DevCoords[1,I]+self.dCross,  
DevCoords[1,I]+(self.dCross/2)], '-r2', TARGET=(*self.win1), /DEVICE)  
*self.eObj1 = ELLIPSE(DevCoords[0,I], DevCoords[1,I], MAJOR=self.dCross, '-r2',  
TARGET=(*self.win1), /DEVICE, FILL_BACKGROUND=0)
```

Cheers,
Helder
