Subject: Move two FG objects on top of an image
Posted by Helder Marchetto on Mon, 03 Nov 2014 20:35:36 GMT
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Hi,
is the a way to bind two objects together so that if one is moved with the mouse, the other follows along?
I'm talking about having for example an ellipse() and some text() that move/act together. I'm interested in this because what I finally want is some labelling of the annotation/marker.
If there is not direct FG way, then I have to resort to creating object envelopes that when one is changed the other is also updated... But I hope that there is an easier FG solution.

Thanks for any help.

Cheers,
Helder

Subject: Re: Move two FG objects on top of an image
Posted by Helder Marchetto on Mon, 03 Nov 2014 20:45:40 GMT
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On Monday, November 3, 2014 9:35:38 PM UTC+1, Helder wrote:
> Hi,
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> I'm talking about having for example an ellipse() and some text() that move/act together. I'm interested in this because what I finally want is some labelling of the annotation/marker.
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>
> Thanks for any help.
>
> Cheers,
> Helder

I just noticed a "problem" in case one wishes to move a second object when the first is moved. I'm using the various event function (mouse_down_handler, mouse_up_handler,...). When the mouse_down function is called, the status of the getSelect() method returns the previous value and not the currently clicked object. I think that getSelect() gets updated after the call "return, 1" of the mouse_down_handler function. Kind of a pity, because tracking of clicked objects is somewhat more complicated, but not impossible.

Regards,
Helder