
Subject: David Fanning's rubberband box
Posted by [nospam](#) on Thu, 12 Mar 1998 08:00:00 GMT
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I've recently gotten David Fanning's book, and I like it quite a bit. Good job, David! I am having a problem though with the rubberband box code on page 117. I'm using IDL 5.0.2 on an SGI. When I am finished drawing the rubberband box and release the mouse button, the program does not exit the repeat loop. I have to push another button before it will register that I've released the first button. I added the following line just before the ENDREP:

```
cursor, x, y, /NoWait  
ENDREP UNITL !Mouse.Button NE 1
```

That mostly fixed the problem, but it still seems to only work sporadically. That is, sometimes I'll draw a box, release the button, and it ends the loop as it is supposed to, other times it does not, and I have to either redraw the box or push another button. This is a problem because I was planning to use the other mouse buttons for other things (middle button to zoom out, right button to exit the program). This behavior persists when I run the program on the SGI with the display on the console or on a PC (NT) with X-Win32

Thanks for the help!

scott
--
Scott Stuart
stuart at ll mit edu

Subject: Re: David Fanning's rubberband box
Posted by [mallors](#) on Mon, 16 Mar 1998 08:00:00 GMT
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In article <NOSPAM.98Mar12100832@pickering.ll.mit.edu>, nospam@ll.mit.edu (Joseph Scott Stuart) writes:

```
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I have a selection routine TRACK_MOUSE that will work in a WIDGET_DRAW,
allowing rubber band selections of arbitrary regions (or you can select
individual intervals, too). The code got a bit out of hand when I was
writing it, but it does have comments :-). You can take a look at it on
my web page:

<http://cspar.uah.edu/~mallozzir/idl/idl.html>

There is an example program there of how to use TRACK_MOUSE.
I also have an older version written by a colleague of mine for direct
graphics windows, which I might dig up if anyone is interested. Since IDL
widgets are so nice and easy, I usually stick to widget code for
interactive-intensive tasks like selecting and zooming plots, and don't
really use the direct graphics version anymore.

If anyone makes changes to the code, I'd appreciate receiving an updated
version.

Regards,

-bob mallozzi

--

Robert S. Mallozzi
<http://cspar.uah.edu/~mallozzir/>
Remove NOJUNK on reply
