
Subject: Re: Q: DEFROI for object-graphics?
Posted by [davidf](#) on Tue, 26 May 1998 07:00:00 GMT
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Herbert Tsang (htsang@mda.ca) writes:

- > The CW_DEFROI that come with IDL do not work with object graphics,
- > has anyone out there built something similar that will work with
- > object graphics?

Yes, I've built something like this that works with object graphics, but I have apparently deleted it in one of my cleaning frenzies, because I can no longer find the code.

It is not difficult, however. The basic code was very similar to the code to draw a free-hand line in a widget program, which you can find on my web page in the Widget Programming section:

<http://www.dfanning.com/documents/tips.html>

Instead of collecting each new point and storing it in a vector, I just added each new point to a polyline object, then I just called the draw method on the window. This allowed the line to grow as I moved the cursor around. It was really much easier than I had expected it to be.

Cheers,

David

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