

## Chapter IV-6 — Interacting with the User

When the user chooses Print Marquee Coordinates, the following function runs. It prints the coordinates of the marquee in the history area. It assumes that the graph has left and bottom axes.

```
Function PrintMarqueeCoords()
    String format
    GetMarquee/K left, bottom
    format = "flag: %g; left: %g; top: %g; right: %g; bottom: %g\r"
    printf format, V_flag, V_left, V_top, V_right, V_bottom
End
```

The use of the marquee menu as an input device is demonstrated in the **Marquee Demo** and **Delete Points from Wave** example experiments.

## Polygon as Input Device

This technique is similar to the marquee technique except that you can identify a nonrectangular area. It is implemented using **FindPointsInPoly** operation (see page V-248).