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Subject: plotting on a draw widget

Posted by [dsheerin](#) on Thu, 22 Oct 1998 07:00:00 GMT

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Hi

I would like to be able to place my cursor over a picture in a draw widget, tap the left mouse button and a square of  $n \times n$  (defined in software) white pixels drawn on the picture and all  $x$  and  $y$  coordinate values sent to an array. I have selected the `BUTTONS_EVENTS` keyword in the draw widget and used the `WSet` command to make it the current graphic window but what else?? How do I use the event structure??

BTW thanks to all who have responded to my embarrassingly simple to answer questions before.

Cheers

David

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