Subject: Re: draw window mouse events Posted by davidf on Thu, 27 Apr 2000 07:00:00 GMT

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Rick Towler (rtowler@u.washington.edu) writes:

- > I have been trying to implement middle and third button events in my
- > draw widget in much the same way as in the IDL demo d_objworld2.pro. I
- > have not found it easy to understand how everything happens in this demo
- > program.

>

- > I am interested in getting one of these buttons to utilize the TRANSLATE
- > feature of the trackball object so I can translate my models.
- > have the left button transforming the model but I have broken that in my
- > quest to understand this whole process which obviously I don't since I
- > can't get it working again.

- > I have the events getting into the correct handling loops. That is,
- > clicks and motion trigger print statements in my loops, but I cant seem
- > to get the updates from the trackball object. Every call to
- > oTrack->update returns EQ 0.

- > Hints and/or pointers to examples that are a wee bit simpler than
- > d objworld2 are much appreciated.

The problem here is this:

- 'MOTION': BEGIN
- print,'Motion with btndown='+string(state.btndown) >
- IF (state.btndown) AND (bHaveTransform) THEN \$
- > state.oDWindow->Draw.state.oView
- > END

You are not *doing* anything with motion events except displaying the same view over and over again. Pretty dull.

What you need here is a CASE statement that allows you to rotate with the LEFT button, translate with the RIGHT, etc.

I'm not feeling well enough to write an example today, and looking at RSI code even when I feel well is almost too much, but I'm guessing if you go look at that d_objworld2 example you will find a LOT more code in the MOTION section. :-)

Cheers,

David

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