
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. I did
> 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 can't 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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