Subject: Re: cursor return in graphics window Posted by Steve Ready on Thu, 27 Jul 2000 07:00:00 GMT

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"Eric Williams" <eric@astro.wesleyan.edu> wrote in message news:eric-81409F.11542827072000@news.wesleyan.edu...

> Hi all,

>

- > I am trying to use cursor to return the coordinates of a mouse click in
- > a graphics window. In fact I am trying to do it twice, back to back, and
- > am running in to the problem that one mouse click is being read by both
- > cursor calls. I want to select two points with the mouse in the graphics
- > window but since one mouse click is being read by both cursor calls I am
- > getting the same coordinates for each. I have tried playing with the
- > wait keyword in cursor but that doesn't seem to make a difference.

>

>

- > Any suggestions? I am doing this on a Mac right now but have the same
- > problem on my Solaris boxes.
- > Thanks
- > Eric Williams
- > eric@astro.wesleyan.edu

I have run into this on Windows systems. It must have something to do with the fast event detection and handling under MS Windows as I ddo not have this problem under UNIX with X windows.

My work around is inserting a wait statement which allows for my finger to get off the mouse button.

```
cursor,x,y,2,/dev ;Read position wait,0.5
```

Steve Ready Xerox PARC