
Subject: Re: cursor return in graphics window
Posted by [Steve Ready](#) on Thu, 27 Jul 2000 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

"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 do 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
