
Subject: Re: Events in IDLDrawWidget
Posted by [david\[2\]](#) on Mon, 09 Jul 2001 15:51:50 GMT
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Bert Bierman writes:

- > I am trying to make a gui in VB which should replace the idl-gui of
- > slicer3.
- > So I like to be able to press the mousebutton-down and move the mouse
- > while
- > the button stays down.
- > A procedure "motion" and "buttonpressed" is defined in a .pro file and
- > the calls
- > from VB succeed.
- > But I get the motion-response after I released the button.
- > How can I get motion-events during the buttonpress state?
- > Do I need to use the trackball? My impression was that that is the
- > solution
- > if you use object-graphics, which I don't.

I know very little about how widget programs work in VB, but you certainly can use the trackball whenever you like. It has nothing whatsoever to do with object graphics.

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155
