

---

Subject: How to get mouse values in ION  
Posted by [James Adams](#) on Wed, 24 Oct 2001 22:47:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hello,

I have been trying to get mouse values from the ION system variable \$Mouse. However everything is not working as advertised, or more likely I have misunderstood how to use this to get my mouse location I keep getting (0, 0) for the (X, Y) of my mouse, and I don't think this is correct. Attached is a brief ION Script which demonstrates what I'm trying to do. Thanks in advance for any assistance or suggestions.

-James Adams

----- GetMouseLocation.ion -----

```
<ION_SCRIPT>

<ION_HEADER>

<title>ION Mouse Location ION</title>

<EVENTS>
  <EVENT_DECL NAME="REDRAW" ACTION="ion://GetMouseLocation.ion" />

</EVENTS>

<VARIABLE>
  <VARIABLE_DECL NAME="X" VALUE="$Mouse.X" TYPE="INT",
PERSIST="TRUE" />
  <VARIABLE_DECL NAME="Y" VALUE="$Mouse.Y" TYPE="INT",
PERSIST="TRUE" />
</VARIABLE>

</ION_HEADER>

<CENTER>

<H2>Mouse Location</H2>

<ION_BODY>

  <B>Mouse X: </B><ION_EVALUATE EXPR="$Mouse.X" DISPLAY="TRUE" />
```

```
<BR>
<B>Mouse Y: </B><ION_EVALUATE EXPR="$Mouse.Y" DISPLAY="TRUE" />

<ION_DATA_OUT>
  <IDL>
    print, 'Mouse X Value: ', $Mouse.X
    print, 'Mouse Y Value: ', $Mouse.Y
    print, 'Variable X: ', $X
    print, 'Variable Y: ', $Y
  </IDL>
</ION_DATA_OUT>

<ION_FORM>
<ION_BUTTON TYPE="BUTTON" EVENT="REDRAW" LABEL="Redraw" />
</ION_FORM>

</ION_BODY>

</CENTER>

</ION_SCRIPT>
```

---