
Subject: Re: IDL Runtime

Posted by [Andre Kyme](#) on Thu, 15 Nov 2001 01:58:13 GMT

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Hi David,

I wrote:

> The actual programs in the event handler involve the user drawing a region of
> interest (I don't use draw widgets, just a standard graphics window and a
> routine involving the cursor command) and involve moving it around, and also
> confirming they are happy with its location.

You wrote:

Well, IMHO, this is a huge mistake. And this part is going to have to be re-written if you want to run this as a run-time program, I think. Run-time IDL will not work with "hybrid" programs like this, it seems to me, although I haven't tried it.

What do you mean a "hybrid program" ?

You write:

Here is the problem. How do you know when they are finished? What they are doing is not in your "widget space", so you can't get any feedback from them. What should be happening is that the user is generating events that you are handling in your widget program. Here they are working outside the box, and you can't get any feedback from them.

I reply:

The user clicks the "Analysis" button
They have a group of images displayed before them
They are asked to choose which one they want to draw an ROI on (dialogue_message)
As soon as the dialogue is OK'd the cursor command is waiting
Cursor waits until something in the graphics window is selected - clicks outside the window have no effect.
They are asked for confirmation of the image (dialogue_message)
They are then prompted to draw an ROI (dialogue_message)
Cursor is waiting for the first point
A right mouse click finishes the region
They are presented with the next image and asked to move the ROI (that they just drew) over the new image (dialogue_message)

Cursor is waiting for the first position to move it to
And so on for the remaining images
Eventually they are all done, but in the meantime the user has only had limited
responses and I think I've been prepared for all of them??
Event-handler ends
Ready for next event from button menu

I can see that draw widgets and motion events might be 'nicer' but is it necessary.
I'm just using cursor as part of my event-handling.

You must be getting tired of this nutter on the other end of your replies David!
Thankyou,
Andre
