Subject: sec : U Re: Mouse Wheel Posted by Andrew Cool on Sun, 03 Mar 2002 23:48:24 GMT

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OK,

More playing around reveals that putting sliders in different bases

```
prevents unwanted interaction.
Andrew C.
e.g. :-
PRO slider_Demo_event, ev
 widget_control,ev.id,get_Uvalue= uv
 Case uv OF
  'CT SLICE': Begin
          CT slice = ev.value
          print, 'CT_slice = ',CT_slice
         End
  'CT CONTRAST': Begin
            CT_contrast = ev.value
            print, 'CT_Contrast = ',CT_Contrast
           End
  'DRAW':
  'JUNK':
  'EXIT': Widget_Control,ev.top,/Destroy
 Else: Message, 'Dodgy Uvalue = ' + STRING(uv)
 End
End
  .....
PRO Slider_Demo
 base = Widget_base(/row,Xsize=600)
 basea = Widget base(base,/Col,/Frame)
 basec = Widget base(base,/Col,/Frame)
```

```
baseb = Widget_base(base)
 based = widget base(base)
 slice_slider_id = Widget_slider(basea,Min=0,max=128,Title='CT slice',$
                     Value=64, Uvalue='CT SLICE', /Frame)
 contrast_slider_id = Widget_slider(basec,Min=0,Max=255,Title='CT
Contrast',$
                     Value=40,Uvalue='CT
CONTRAST',/Frame,/Vert)
 exit id = Widget button(basea, Value='EXIT', Uvalue='EXIT')
 draw id = Widget draw(baseb,xsize=300,ysize=300,/motion,Uvalue='DRAW')
 junk id = Widget button(based, value='JUNK', Uvalue='JUNK')
 Widget control.base./Real
 Xmanager, 'Slider_Demo', base
End
Andrew Cool wrote:
> Joshua Nipper wrote:
>> Is there any documentation on how to control the mouse wheel in IDL better?
>> Currently, I have several sliders and droplists. If I have the mouse over
>> them, the mouse wheel will scoll them. But if the mouse cursor is not over
>> the slider, it alters other sliders which is a pain. I want the whell to
>> control one slider in particular (the current slice in a CT data set)
>> Thanks!
>> Josh
>
> Hi Josh,
>
       After playing around with Tracking Events and
>
  Sensitising/De-sensitising
       slider widgets, I don't think that's the way to go.
>
>
       However, I altered the properties of my Logitech wheelmouse's scroll
>
       wheel from "click/select" to "horizontal scroll", and Voila!, on a test
>
       GUI with a vertical and horizontal slider, only one slider would
> respond
       to the wheel button, whilst the other had to be clicked on as per
>
 normal.
       Setting the whell button property to "vertical scroll" had the expected
>
       opposite effect, in that the other slider responded to the wheel, etc.
>
       Not exactly platform or user independent though.
>
       I seem to recall a recent post from one of the IDL Guri saying that he
```

```
was in the process of creating a DLM for mouse control. A search on
>
> that
      might prove fruitful.
>
>
      HTH,
>
>
      Andrew
>
>
  -----
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