
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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