Subject: Re: Interfacing the functions
Posted by idlfreak on Mon, 08 Apr 2002 14:23:09 GMT
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Thanx for ur help. But its difficult to control all these functions
using mouse. I'd like to have buttons and after clicking the button
for a particular function, the mouse move or up or down will perform
that operation.

Eg: When i click on the zoom button, then i'd like to zoom in and out
using the mouse up/down/move.

Something similar to XOBJVIEW in the lib/utilities. I am not able to
comprehend that code. can somebody help me with that or suggest some
simpler version.

Thank you.

Cheers,
Akhila.

"Mark Hadfield" <m.hadfield@niwa.co.nz> wrote in message
news:<a8quus$mfs$1@newsreader.mailgate.org>...
> "Akhila" <idlfreak@yahoo.com> wrote in message
> news:b1ad7b05.0204071626.691b0575@posting.google.com...
>> ...I have individual program that performs the following:
>> a. Zoom in and Out
>> b. Pan
>> c. Contrast adjustments
>> d. Brings the next slice
>>
>> Mouse controls all these....Please tell me how I can link all these
>> functions so that I can perform these on an image.
>
> You need to modify your event-handling code so that the action it takes
> depends on the mouse button that was pressed (the "press" tag in the event
> structure for mouse events with type 0) or released (the "release" tag in
> the event structure for mouse events with type 1).
>
> I have puzzled over how to make mouse-event-handling code reasonably simple
> & flexible. I settled on the idea of "mouse-handler" objects. Each
> graphics-window object has (up to) 3 such handlers; code in the window's
> event-handler sends mouse events to the appropriate handler; each mouse
> handler is responsible for remembering its state and calling the window's
> methods as necessary. The window object normally displays droplist widgets
> by which the user can select the handler for left and middle buttons; the
> right button is normally associated with a context-menu handler. This
> approach is implemented in the following files

>
>
> http://katipo.niwa.cri.nz/~hadfield/gust/software/idl/mgh_mo use_handler_libr
> ary.pro
>
> http://katipo.niwa.cri.nz/~hadfield/gust/software/idl/mgh_wi ndow__define.pro
>
> You're welcome to look at this code but I warn you that it might take some
> time & effort to understand what it's doing and why I wrote it that way.