Subject: Re: cursor testcase
Posted by David Fanning on Wed, 29 May 2002 12:27:32 GMT

Ted Cary (tedcary@yahoo.com) writes:

> On Windows PCs (IDL 5.5), setting direct graphics cursors causes a new
> direct graphics window to pop up if none is open already. Maybe there is a
> reason or a workaround?

I don't know the reason for it. I find it strange, too, that
changing the cursor in a pixmap window is not allowed.
There clearly has to be an open graphics window.

I created a workaround by putting the object graphics draw
widget in a bulletin board base along with a direct graphics
draw widget, with the object graphics draw widget in front.
This way, there is *always* a window open when you change
the direct graphics cursor:

```
  ; Setup and realize widgets.

wTLB = Widget_Base(Title='Scribble')
drawBase = Widget_Base(wTLB) ; Bulletin board base
wDraw = Widget_Draw( $
  drawBase, $
  /Button_Events, $
  Graphics_Level=2, $
  /Motion_Events, $
  Renderer=1, $
  Retain=0, $
  XSize=400, $
  YSize=400 $
  )
fakeDraw = Widget_Draw(drawBase)
Widget_Control, wTLB, /Realize
```

There is a typo a little further on in your code, too.
You have "!Window", and I think you mean "!D.Window".

Cheers,

David

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