
Subject: Re: How to get the position of mouse
Posted by [David Fanning](#) on Tue, 05 Nov 2002 13:27:44 GMT
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lily_zhang (fengliza@sina.com) writes:

> I display an image on the screen first, and then intend to get the
> coordinate of mouse when I depress the left button of it. Would you
> tell me how to realize it?

In a regular graphics window, you would do something like
this:

```
Window  
TV, image  
Cursor, x, y, /Down  
IF !Mouse EQ 1 THEN Print, 'You pressed LEFT button.'
```

But, typically, if you are asking for user input, you
will be doing this in a draw widget window, in which case
you will turn button events on for the window, and then
process the event in an event handler like this:

```
possibleEvents = ['DOWN', 'UP', 'MOTION']  
whichButton = ['NONE', 'LEFT', 'MIDDLE', 'NONE', 'RIGHT']  
  
thisEvent = possibleEvents[event.type]  
buttonPressed = whichButton[event.press]  
IF thisEvent EQ 'DOWN' THEN Print, 'You pressed the ' + $  
    buttonPressed + ' button down.'
```

Cheers,

David

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