Subject: Re: reading mouse coordinates when using widgets Posted by rep2857 on Thu, 15 Dec 1994 16:19:23 GMT

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In article <D0p781.6uA@sci.kun.nl>, Chris Hendriks <chrish@cs.kun.nl> wrote:

>

- > I use a drawing widget (wwdraw) and I want to retieve mouse coordinates in
- > this drawing window. The procedure CURSOR does not seem to work for widgets.
- > I use version 4.0. Any suggestions?

>

> Please reply to venvd@nlr.nl.

>

CC'd to venvd@nlr.nl

I'm a bit new to this, so any refinements to what I did are appreciated.

After creating the WwDrawing widget, you need to add some mouse handlers. The WtAddHandler function manages this. The following code statements ought to perform this for you.

@wtxlib; this loads all of the button masks. You can also just assign; the three mask names below to the values found in wtxlib.pro drawwin = WwDrawing(drawwid, win, "drawinit", wsize, dsize, Area=d\_area) status = WtAddHandler(d\_area, ButtonPressMask or ButtonMotionMask or \$ ButtonReleaseMask, "draw\_buttonevent", 0)

in draw\_buttonevent you will need the following lines: pro draw\_buttonevent, wid, id, nparams, mask, event x = event.x y = event.y

; and likely several other lines for coordinate transformations end

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