
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 retrieve 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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