
Subject: Re: reading mouse coordinates when using widgets

Posted by [ao](#) on Wed, 14 Dec 1994 13:40:19 GMT

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Cc: venvd@nlr.nl

Hello Chris!

I will give two answers:

1. I have no problems using CURSOR in a big widget-application with WIDGET_DRAWs. I didn't read the manual before writing my applications and I find only, that positioning of the cursor seems a little bit randomly, say values in a image_cont - plot, where little squares have to show up one value. Positioning of the cursor inside of the squares return sometimes the value of the neighboured box.

2. Try this (as Stephen mentioned):

```
631 PRO MAIN13_Event, Event
```

```
...
```

```
634 COMMON INTERNA,xstart,ystart,xend,yend
```

```
635
```

```
636 WIDGET_CONTROL,Event.Id,GET_UVALUE=Ev
```

```
637
```

```
638 CASE Ev OF
```

```
639
```

```
...
```

```
658 'DRAW27': BEGIN
```

```
659     ; Some tests of mouse buttons
```

```
660     ; You can't check ... IF (event.press eq 1B) ... I don't know why!!
```

```
661     help,event,/struc
```

```
662     IF (event.press ne 0B) THEN BEGIN
```

```
663         xstart=event.x
```

```
664         ystart=event.y
```

```
665     ENDIF
```

```
666     IF (event.press eq 0B) THEN BEGIN
```

```
667         xend=event.x
```

```
668         yend=event.y
```

```
669     ENDIF
```

```
670     IF (event.release eq 1) THEN xyouts,xstart,ystart,'B',color=60,/device
```

```
671     IF (event.release eq 2) THEN plots,[xstart,xend],[ystart,yend], $
```

```
672         color=240,/device
```

```
673     IF (event.release eq 4) THEN xyouts,xend,yend,'E',color=120,/device
```

```

674     print,event.x,' ',event.y
675     no_draw_event: Print, 'Event for Drawing Area'
676     END
...
692 ENDCASE
693 END
694

824 PRO progname, GROUP=Group
...
834 MAIN13 = WIDGET_BASE(GROUP_LEADER=Group, $
835     COLUMN=1, $
836     MAP=1, $
837     TITLE='Evaluation Kit V 1.0 Copyright by EURAD', $
838     UVALUE='MAIN13', $
839     XOFFSET=20, $
840     YOFFSET=20)
...
984 DRAW27 = WIDGET_DRAW( BASE25, $
985     BUTTON_EVENTS=1, $
986     MOTION_EVENTS=1, $
987     RETAIN=2, $
988     UVALUE='DRAW27', $
989     XSIZE=600, $
990     YSIZE=400)
...
1165
1166 WIDGET_CONTROL, MAIN13, /REALIZE
1167
1168 ; Get drawable window index
1169
1170 COMMON DRAW27_Comm, DRAW27_Id
1171 WIDGET_CONTROL, DRAW27, GET_VALUE=DRAW27_Id
....
1893 XMANAGER, 'MAIN13', MAIN13
1894 END

```

This is an extraction from one of our widget_applications. It shall show how to use the mouse-buttons via eventhandler. It's my first test and build mainly by the new widget_builder of IDL 3.6.1

Hope that my explanation helps

Andreas O.

A question of me: Does anyone use the widget_builder of 3.6.1 under 3.5.1 on a PC. The author of the builder mentionend somewhere in the code, that it's possible. But my IDL-Compiler is looking for wided.com file. What does this mean? I can't find such a file on the 3.6.1 PC-Version.

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