Subject: Re: Bug with object graphics, app_scroll and the mouse in 6.1 under Windows.
Posted by dcw_yip on Wed, 25 Aug 2004 17:11:02 GMT

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I can't do the second solution since my images tend to be fairly large
and regular scrolling just won't do.

But the insight by the previous poster about the key presses vs
releases and your first solution is a good work around. It's a little
bit more complicated since you have to take into account double clicks
since they are ok. But here's the modified bug.pro that works
properly now. It would still be nice if RSI could fix this at some
point.

David

--------------- program -----------------

```
pro bug_event, event
  if !version.release eq '6.1' and $
    !version.os_family eq 'Windows' and $
    event.type eq 0 and event.clicks ne 2 then event.y -= 600

  print, event.x, event.y
end

pro bug
  base = widget_base(title='bug')
  draw = WIDGET_DRAW(base, /button_events, /app_scroll,
graphics_level=2)
  widget_control, draw, xsize=600, ysize=600, draw_xsize=1200,
draw_ysize=1200
  widget_control, base, /realize

  xmanager, 'bug', base
end
```

David Fanning <davidf@dfanning.com> wrote in message
news:<MPG.1b956d2c35ad426a989851@news.frii.com>...
> Well, I don't want to point out the obvious here, but
> two ways around it occur immediately: (1) just subtract
> the amount of the window hidden by the scroll bars from
> the Y value on button press events, and (2) use regular
> scroll windows rather than app_scroll windows.
>
>   (1)
>

```
>     IF !Version.Release EQ '6.1' AND $
>   !Version.OS_Family EQ 'Windows' THEN $
>       IF event.type EQ 1 THEN y = event.y - 600 ELSE y = event.y
>
>     (2)
>     draw = Widget_Draw(base, /Button_events, /Scroll, $
>       XSize=1200, YSize=1200, X_Scroll_Size=600, Y_Scroll_Size=600, $
>       Graphics_Level=2)
>
> Cheers,
>
> David
```