
Subject: Re: Bug with object graphics, app_scroll and the mouse in 6.1 under Windows.

Posted by [David Fanning](#) on Tue, 24 Aug 2004 22:20:51 GMT

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David Yip writes:

> So I upgraded to IDL 6.1. Now my program doesn't handle mouse events
> properly. I tracked it down and it seems that there's a bug with IDL
> 6.1 under Windows if you have a draw widget with app_scroll and object
> graphics enabled. The symptom is that the y coordinate of the mouse
> event oscillates between the correct value and the correct value plus
> the scroll range. So say the ysize of the widget is 600 and the
> draw_ysize is 800. When you click in the widget so that you're on y
> of 363, it oscillates between 363 and 563 even though you are clicking
> on the same spot over and over again. This didn't happen under 6.0 or
> 6.1 beta. This also doesn't happen on a Mac.
>
> I need both object graphics and scrolling. Is there a way around this
> or should we just drop back to 6.0?

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

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
