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

Posted by [Haje Korth](#) on Tue, 24 Aug 2004 21:27:41 GMT

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I gave your code a quick try. I get different values for pressing and releasing. Does this help?

Cheers,  
Haje

"David Yip" <dcw\_yip@yahoo.com> wrote in message  
news:201431cc.0408241116.76603294@posting.google.com...

> 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?

>  
> David

>  
>  
> Here's a program and output that demonstrates this:

>  
> ----- program -----  
>  
> pro bug\_event, event  
> 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
>
> ----- output -----
>
>    404    363
>    404    563    <-- wrong value
>    404    363
>    404    364
>    404    363
>    404    563    <-- wrong value
>    404    363
```

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