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Subject: Re: Draw Widgets

Posted by [Benjamin Hornberger](#) on Mon, 22 Nov 2004 18:26:37 GMT

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Pravesh wrote:

- > Hi all:
- > I am building an interface to use some of the routines i wrote.
- >
- > The aim is to allow the user to click on the draw
- > widget to select a specific pixel and then grow a
- > region based on intensity of that pixel. How do we get
- > the interface to supply the pixel co-ordinates to the program? it
- > seems tricky to achieve it.. i am using david's info structure...

Maybe this is what you are looking for: Set the `/button_events` keyword when creating the draw widget (or set the `/draw_button_events` to `widget_control` later). Then the draw widget will create events when you click your mouse into it. The pixel coordinates are available via `event.x` and `event.y`. If you want to distinguish between left and right mouse button, press and release, etc., read "Widget Events Returned by Draw Widgets" in the online help for `"widget_draw"`.

Benjamin

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