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