
Subject: middle mouse button emulation in widget_draw

Posted by [Benjamin Hornberger](#) on Fri, 21 Oct 2005 18:35:56 GMT

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Hi all,

I was wondering if anybody has dealt with the following: In the IDL help for widget_draw, "Note on Middle Mouse Button Emulation", it says:

When a user holds down the Control key and presses the left mouse button within a draw widget, IDL emulates a middle mouse button press. This means that the event structure generated will have the PRESS field set to 2 (middle button) and the MODIFIERS field set to 0 (no modifier). IDL will never generate an event with PRESS set to 1 (left button) and MODIFIERS set to 2 (control).

But (see test_draw.pro at the end of the message):

IDL Version 6.2, Microsoft Windows (Win32 x86 m32). (c) 2005, Research Systems, Inc.

```
IDL> .compile test_draw
```

```
IDL> test_draw
```

```
;; Ctrl + Left-Click in draw widget
```

```
** Structure WIDGET_DRAW, 12 tags, length=44, data length=37:
```

ID	LONG	564
TOP	LONG	563
HANDLER	LONG	564
TYPE	INT	0
X	LONG	59
Y	LONG	20
PRESS	BYTE	1
RELEASE	BYTE	0
CLICKS	LONG	1
MODIFIERS	LONG	2
CH	BYTE	0
KEY	LONG	0

```
** Structure WIDGET_DRAW, 12 tags, length=44, data length=37:
```

ID	LONG	564
TOP	LONG	563
HANDLER	LONG	564
TYPE	INT	1
X	LONG	59
Y	LONG	20
PRESS	BYTE	0
RELEASE	BYTE	1
CLICKS	LONG	1
MODIFIERS	LONG	2
CH	BYTE	0

KEY LONG 0

Same on IDL Version 6.2 (linux x86 m32), by the way.

So I guess it's safe to check for PRESS = 1 and MODIFIERS = 2, or does anybody have other experiences? Any comments?

Thanks,
Benjamin

```
;;-----  
PRO test_draw_event, event  
  
    help, event, /str  
  
END  
  
PRO test_draw  
  
    tlb = widget_base()  
    draw = widget_draw(tlb, xs=100, ys=100, /button_events, $  
                      event_PRO='test_draw_event')  
  
    widget_control, tlb, /realize  
  
    xmanager, 'draw', tlb, /no_block  
  
END
```
