Subject: Re: middle mouse button emulation in widget_draw
Posted by Alan Youngblood on Mon, 31 Oct 2005 16:18:03 GMT

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Benjamin,

The middle mouse button emulation was removed from Widget_Draw events for IDL 6.2. This allows the application handling the left-ctrl events to implement whatever behavior is desired, middle mouse button emulation or some other use of the ctrl key. Here is the applicable item from the IDL 6.2 release notes:

27938: Three-Button-Mouse Emulation Removed from Draw Widget

In previous versions of IDL, left-clicking with the mouse in a draw widget (either direct or object graphics) while holding down the Ctrl key was reported as a middle-mouse-button click event. This emulation has been removed, and left-clicking with Ctrl generates a left-click event with the correct control modifier. Please be advised of this change if you have code using the prior three-button emulation.

Unfortunately the "Note on Middle Mouse Button Emulation" in the section on Widget_Draw events was not removed until after the release of IDL 6.2.

Rick Towler's advice to check !version.release is definitely a good idea so that you can test for the control modifier in 6.2 or later releases of IDL.

Regards,

Alan

--

"Benjamin Hornberger" <benjamin.hornberger@stonybrook.edu> wrote in message news:4359350c$1_1@marge.ic.sunysb.edu...
> 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 sais:
>
> 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
```