
Subject: Re: Save 2D conversion matrix

Posted by [David Fanning](#) on Wed, 09 Nov 2005 14:01:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Peter Albert writes:

> Well, this can be changed, and now I also wanted button and
> motion events. Imho the appropriate event handling routine should not
> be within the FSC_WINDOW source code, as any user might do something
> different, so I added a keyword USER_EVENT_PRO, which should be the
> name of a routine which just takes one parameter, namely the event
> itself.
>
> So there are 4 new keywords: BUTTON_EVENTS and MOTION_EVENTS, which are
> passed through to WIDGET_DRAW, USER_EVENT_PRO which is used in the main
> event handler, and KBRD_Focus_Events, which is passed through to
> WIDGET_CONTROL.
>
> I added the modified code in case you think it's a useful extension.

Ah, I see where you are going with this now. Yes, interesting ideas, although writing smart resizable graphics windows begins to smack of doing RSI's job again. But I think you are pushing FSC_Window *way* beyond what it was designed to do. I can see the need for the kind of thing you are looking for, but if I were going to write it, I would write it as an object, not as the widget program FSC_Window is now.

I've got some bright students in the class I'm teaching this week. Maybe I'll let them loose on it. Stay tuned. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
