Subject: Re: Creating Panels in iTools
Posted by David Fanning on Wed, 23 Nov 2005 05:09:16 GMT
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James Everton writes:

> In my panel, I have a series of draw widgets that are
> essentially thumbnails that I would like the user to be able to click
> on. However, I'm having trouble understanding how I can register a
> mouse-click on one of the thumbnails, and then how I can then replace
> the image in the main window with a blown up version of the thumbnail.

I can't help you with the iTool part, but this is *exactly*
the program we wrote in the IDL course I taught last week. We used
direct graphic image objects, but we just stuffed one of these
in the UValue of each draw widget. When we clicked on the draw
widget, we made a clone of that image object and placed that
in the large display image object in the main display draw widget.
But I don't have the foggiest idea of how to register a mouse click.
Sorry.

>> From some of your previous postings, I can tell that not many of you
> can stand iTools.

No, no. You completely misunderstand. We love iTools. We just
can't figure out how they work. And some of us, apparently,
are too damn old to learn. :-)

Cheers,

David
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