Subject: Re: The proper way of catching mouse button events from a draw widget?
Posted by David Fanning on Wed, 18 Oct 2006 14:25:23 GMT
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Braedley writes:

> I'm well aware of how event driven programming works, so I probably
> should have been a little more precise. What I should have asked is
> how would I go about creating a function or procedure that would
> perform the same action as a call to cursor, but follow the guidelines
> for draw widgets.

Well, presumably you heard that it can't be done. :-)

> In any case, the example you provided, as well the example provided by
> Allan are good starting points. It's a bit unfortunate that the
> example I provided is just that: an example. It isn't indicative of
> the scope of the entire program in question. Due to the flexible
> nature of the program, a user may include procedures that need cursor
> like calls that would exceed the scope of the basic program.

It wasn't my intention to make you defensive, but
I think your approach to the problem is going to make
it very difficult to write a "proper" widget program,
whatever that is. Of course, all kinds of programs can
be (and are) written in IDL. Some just work better
than others.

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")