
Subject: Re: The proper way of catching mouse button events from a draw widget?
Posted by [David Fanning](#) on Wed, 18 Oct 2006 12:49:59 GMT
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Braedley writes:

- > Reading through the widget_draw documentation, they suggest that cursor
- > not be used for this type of thing, but instead use mouse events. This
- > is despite the fact that using cursor hasn't caused any problems at all
- > in my widget programs.

Well, any problems you have noticed yet. :-)

Typically the reported cursor location is 2-3 pixels off from where you *think* you clicked. Not a big deal most of the time, but a HUGE annoyance when you are trying to do things like select a resizing square or something else that requires precision pointing.

- > However, I would still like to use the proper
- > implementation whenever possible. So the question becomes, how do I
- > grab mouse events only when I want them, and then return to the proper
- > point in the current event handler?

Uh, I'm not sure you fully understand how widget event handlers work. There is no "returning to the proper point" in an event handler. Events are one-shot deals. An event happens, it is handled. If another event occurs while the first event is being handled, the event gets queued up so it can be handled when the first event handler is finished, etc. Events are processed one after the other, consecutively.

To see how widget events might be used to select the boundary of a plot, have a look at ZPLOT:

<http://www.dfanning.com/programs/zplot.pro>

Here the boundaries are chosen by the user clicking and dragging on the plot. To restore the plot to its original boundaries, just click and release somewhere inside the plot.

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.")
