
Subject: The proper way of catching mouse button events from a draw widget?

Posted by [Braedley](#) on Wed, 18 Oct 2006 12:14:01 GMT

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In many of my programs (be it command line or widgets), I often need the user to enter a bounds of a particular graph by clicking on it. With basic windows, it's just using cursor like so:

```
cursor, x1, junk, /data
plots, [x1, x1], !y.crange, /data, color=254 ;color=red
cursor, x2, junk, /data
plots, [x2, x2], !y.crange, /data, color=254 ;color=red
```

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. 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?

Braedley
