Subject: Re: problem with widget_draw and draw_button_events under windows
Posted by Justus Skorps on Fri, 13 Apr 2007 14:29:46 GMT

since I am only interested in clicks with the left button, my code
looks like

if ((event.press eq 1) && (event.type eq 0)) then begin
    ...
endif

I use an case-condition checking for the uname of the widget which is
responsible for the event..and if it is a my draw_widget, the above if-
condition is used..

btw now the 'get one position'-function gives me again the
problem..without doing any changes to the code about the involved
widgets...perhaps I should try the gui on another windows pc..