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Subject: Re: problem with widget\_draw and draw\_button\_events under windows  
Posted by [David Fanning](#) on Fri, 13 Apr 2007 14:50:36 GMT  
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Justus Skorps writes:

> Of course you were right about a programming error, I know that one  
> click gives two events, and I thought that I had considered that, but I  
> confused the roles of event.press and event.type...now I corrected  
> that and it works now very well for the 'get one position'-function.  
> But I tried a function to get two positions, and this leads to the  
> same problem as before, I get my four values and then the crosshair  
> won't like to disappear. I guess this will be due to an similar  
> mistake in my code, although both functions have the same if-condition  
> at the beginning. But I hope I will find a nice little mistake.

In general, in this kind of situation, I let any button event  
that is not a button down event flow though my event handler  
without processing. I usually only take action if I get a  
button down event:

```
PRO MY_EVENT_HANDLER, event
```

```
  IF event.type NE 0 THEN RETURN
```

```
  ; Handle button down events here.
```

```
  CASE event.press OF
```

```
1; Left button
```

```
  4: Right button
```

```
  ELSE: ; I don't care.
```

```
  ENDCASE
```

```
END
```

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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