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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 14:11:02 GMT

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Justus Skorps writes:

> Now my problem: Normally, when I move the cursor above the draw  
> window, it changes to a crosshair, when I leave the draw window, it  
> changes back to an pointer. But after I used the function mentioned  
> above (with correct behaviour), the cursor doesn't change back, it  
> stays a crosshair all over the screen, and I am not able to press any  
> other button, slider,... in my gui or else where. The only solution is  
> to bring another program, i.e. the windows explorer, to front and then  
> change back to IDL/the gui..then everything is okay again.  
>  
> But this problem appears only when using the gui under WindowsXP with  
> IDL 6.2., on Solaris with IDL 6.2. I have no such problem. Anybody  
> knows a solution to get rid of this problem?

I've written an awful lot of widget programs on Windows XP  
and never noticed this problem, which leads me to suspect  
a programming error rather than something more sinister.

I wonder if adding a CLEAR\_EVENTS keyword to the WIDGET\_CONTROL  
line where you turn button processing OFF would help? Also,  
do you realize when you get a button event in a draw widget  
that TWO events are generated? One for the button down and  
one for the button up. It sounds to me like a draw widget  
event is "hanging" somewhere and not getting processed.

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.")

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