
Subject: problem with widget_draw and draw_button_events under windows

Posted by [Justus Skorps](#) on Fri, 13 Apr 2007 11:44:21 GMT

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Hi all,

I am new to IDL and so perhaps my problem is known and only a dummy-problem, but I wasn't able to find a solution:

I have a gui with a widget_draw and a widget_button. Normally, 'button_events' is not enabled for the draw. But when the button is pressed, this function is enabled by

```
widget_control,iddrawwindow,draw_button_events=1
```

Now I can click on the draw and get the position where I pointed on. In my event handler, in this case of an draw_event, the x and y position are read and stored (and this works fine), afterwards the button_events-function from the draw is disabled by

```
widget_control,iddrawwindow,draw_button_events=0
```

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?

Thx in Advance,
Justus
