
Subject: Re: about WSET

Posted by [airy.jiang](#) on Thu, 05 Jul 2007 10:10:31 GMT

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On 7 4 , 11 57 , "mgal...@gmail.com" <mgal...@gmail.com> wrote:

> On Jul 4, 7:55 am, David Fanning <n...@dfanning.com> wrote:

>

>> Well, now, there is an idea! I would package this up in
>> a new window object, though, so the object could keep
>> track of all the manipulations, resizings, etc. Then
>> you could just create a MoveCursorTo method.

>

> Yes, this definitely needs to be packaged in something for re-use.

>

> Mike

> --www.michaelgalloy.com

Thank you very much!

Now I got the answer, and I've made a nice effect of what I wanted.

Let's cheers!!^_^

ps:I've found another bug of IDL.I don't know whether you have met it before.

Let's see this code:

```
IF (event.x LT 1) OR (event.x GT drawX-1) THEN BEGIN
  TVCRS,0,0,/Device
ENDIF
```

When I move the mouse slowly or steady to the edge of the Widget_Draw, the IDL can access the position of the mouse, and made the right action that set the mouse to the [0,0], but if I move the mouse very fast to the edge of the Window, it seemed that the IDL can't catch the change of the mouse, then the mouse moved to the outside of the window, rather than made the action that set the mouse to the [0,0]. You can test this, of course, this is not a big problem, we can use many ways to avoid them, but it indeed exists.
