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Subject: Re: about WSET

Posted by [David Fanning](#) on Wed, 04 Jul 2007 04:13:29 GMT

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airy.jiang@gmail.com writes:

> Last day I wrote a question to ask how can I set the mouse to the  
> position I want. David showed me a nice way that using the TVCRS. I  
> tried it, and found that the TVCRS indeed changed position of the  
> mouse, but not the exactly position I wanted. I did some test, and I  
> found the reason of wrong position is because my program used the  
> object-oriented graphics mode. The TVCRS will set the mouse of the  
> widget which id is reading from the system variable !D.Window. I  
> checked that variable, found that the widget id which restored in the !  
> D.Window is not the id of the draw widget in my program. So it made a  
> wrong position of the mouse. Then I want to set the draw widget of my  
> program to be the active widget which can be useful to the TVCRS, I  
> used the WSET method setting the draw widget, but the IDL reported a  
> error message : "WSET: Window is closed and unavailable."  
> Oh, what can I do? ~\_~

Unfortunately, I think the answer is "not much." I spent  
the better part of a half hour this afternoon fooling  
around with this, and I couldn't come up with a thing.  
From the deafening silence, I'm afraid others are striking  
out, too.

It probably goes against some GUI principle to allow  
anyone other than the user to control the mouse, but  
I guess I could think of one or two reasons why you  
might have legitimate reason to want to do so. In any  
case, unless I've missed something, I don't think it is  
possible in object graphics. (Of course, you could put  
an arrow or something inside a graphics windows and move  
THAT around, but that isn't the cursor.)

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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