
Subject: Re: WIDGET_DRAW event.press/release values for mouse wheel events..undocumented?

Posted by [rclark](#) on Thu, 16 Aug 2007 19:54:15 GMT

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In version 6.4 I think you need to explicitly enable wheel events to have them passed through to your event handler.

In my case the wheel was just a source of noise to be ignored. If you will be using the wheel then you may also need to guard against accidental button presses on the middle button when you meant the wheel:-) But then I think the TYPE tag on the event structure may have a distinct value for wheel events too... I was only interested in silencing the thing.

Richard

In article <fa253r\$8er\$1@news.nems.noaa.gov>,
Paul van Delst <Paul.vanDelst@noaa.gov> wrote:

> Richard Clark wrote:

>> Yes, I have encountered this too. We use intel linux systems with pc
>> type wheel mice.

>>

>> Neither the bu... I mean feature, nor its fix (in version 6.4) seems
>> to be documented.

>>

>> After checking event.type for UP, DOWN, or MOTION mouse events, check
>> for PRESS or RELEASE values >4.

>>

>> Here is a code snippet from a heavily modified version of Fanning's
>> DRAWBOX_WIDGET example procedure that I use to get around it.
>> It looks like you've already found the same fix.

>

> Similar. I now use the following:

>

> FUNCTION WPLOT_Which_Button, Value

> CASE Value OF

> 1: e='LEFT'

> 2: e='MIDDLE'

> 4: e='RIGHT'

> 8: e='UP'

> 16: e='DOWN'

> ELSE: e='NONE'

> ENDCASE

> RETURN, e

> END

>

> and call it thusly:

>
> IF (WPLOT_Which_Button(event.RELEASE) EQ 'LEFT') THEN BEGIN
>
>
>
> I decided to use the CASE statement since one can't rely on the 8 and 16 values remaining
> valid (and apparently, in v6.4, they're not)
>
> cheers,
>
> paulv
