
Subject: selection box in widget program

Posted by [markb77](#) on Wed, 26 Sep 2007 16:45:11 GMT

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Hi,

I'm writing a program that needs to ask the user to select a region of an image. I'd like to have a routine that would allow the user to click and drag a selection box (a rubber band box), returning the coordinates of the box to the program once the user has made a selection.

This is a widget program using object graphics.

The draw window displaying the widget has its own event handler, handling keyboard, motion, and button click events.

What I want to do, essentially, is temporarily have all of the motion and button click events handled by the drawbox routine. This way I can loop on a call to `widget_event`, obtaining all of the mouse events, and continually redrawing the selection box, until the user is done. So, what I am going to try to do is UNSET the `EVENT_PRO` keyword to the draw widget, loop on `widget_event` as described, and then re-set the `EVENT_PRO` keyword to the original event handler.

Is this how people usually go about handling these situations? It seems like clicking and dragging a selection box would be the world's most common routine, but I haven't found many examples of it when using object graphics and widget programs with event handlers.. etc.

To summarize, what I'm trying to build is a black box routine that waits for the user to click and drag a selection box, returning the coordinates, all within an object graphics, widget program.

thanks,
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