Subject: Re: Widget Event Pro guestion Posted by David Fanning on Mon, 31 Mar 2008 13:45:55 GMT

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## Spon writes:

- > As part of a little image display programme, I've currently got a draw
- > widget:
- > Display = WIDGET DRAW(Base, XSIZE = S[0], YSIZE = S[1], \$
- /MOTION EVENTS, EVENT PRO = 'SLIDESHOWWIDGET GETVALUES')
- > And I'd like to add button events to it. I don't want to get rid of
- > the motion events though. The easiest way that I can think of adding
- > functionality is to (ideally) have two Event\_Pro strings, one to be
- > run if a motion event is detected, another if a mouse click is
- > detected.
- > Is there a way of doing this?
- > Or am I just stuck making my SLIDESHOWWIDGET\_GETVALUES programme big,
- > confusing and unwieldy?

This will depend entirely on what kind of IDL programmer you are. :-)

You can't have two different event handlers assigned to a widget at the same time, but there is nothing that prevents that single event handler from being an event dispatcher. The event comes in. The event handler figures out what kind of event it is (e.g., button up, button down, motion, expose, etc.), and then the event is passed onto some other IDL procedure or function for further processing. Often, the info pointer is also needed, along with the event structure, to completely handle the event.

PRO MyProg\_DrawWidgetEventProcessing, event

; Get info pointer.

Widget Control, event.top, GET UVALUE=infoPtr

: What kind of event is this?

kind =

['DOWN','UP','MOTION','VIEWPORT','EXPOSE','CH','KEY','WHEEL']

CASE kind[event.type] OF

'DOWN': MyProg\_HandleButtonDownEvents, event, infoPtr

'UP': MyProg HandleButtonUpEvents, event, infoPtr

'MOTION': MyProg HandleButtonMotionEvents, event, infoPtr

```
ELSE: ; Don't care.
ENDCASE
END
```

David

Cheers,

David Fanning, Ph.D. Fanning Software Consulting, Inc. Coyote's Guide to IDL Programming: http://www.dfanning.com/ Sepore ma de ni thui. ("Perhaps thou speakest truth.")