
Subject: Widget Event_Pro question

Posted by [Spon](#) on Mon, 31 Mar 2008 11:29:56 GMT

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Hi guys,

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. The two are going to do fairly different things here. (If you're interested: the motion event will just update 3 labels within the widget base to show x & y position and image intensity at that point; whereas the click should start up a second, blocking widget that's going to draw me a graph of image intensity change over time at that point.)

Is there a way of doing this?

...perhaps by calling to widget_draw or even widget_control a second time and defining a different Event_Pro? Can I even just superimpose a second draw widget over the whole thing and give it its own event_pro? I'd suspect that this latter approach would give it (my 2nd draw widget) a different Window Index and mess things up royally at the user interface :-)

Or am I just stuck making my SLIDESHOWWIDGET_GETVALUES programme big, confusing and unwieldy?

Regards,
Chris
