
Subject: Re: Multiple draw widget events
Posted by [David Fanning](#) on Fri, 02 May 2008 15:09:33 GMT
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David Fanning writes:

> Something really weird is going on here!

OK, here is why I never use CW_DEFROI: it makes assumptions about my programs that are never true. If it were me, I'd get rid of the damn thing. :-)

One of the assumptions it makes is that the draw widget it is interacting with does not have an event handler assigned to it. (I can't understand how it could make this assumption, but never mind.)

Anyway, to get your program to work, you could try something like this in your ROI_EVENT event handler:

```
.*****  
,  
PRO ROI_event, event  
widget_control, event.top, get_uvalue=info  
Widget_Control, info.draw, Draw_Motion_Events=1, EVENT_PRO=""  
xsize=(size(info.image))[1]  
ysize=(size(info.image))[2]  
Result = CW_DEFROI(info.draw, IMAGE_SIZE=[xsize,ysize])  
Widget_Control, info.draw, EVENT_PRO='Window_Event'  
END  
.*****  
,
```

Here are a couple of suggestions for you. Assign event handlers to all of your widgets *except* the top-level base with EVENT_PRO and EVENT_FUNC keywords, not by using XMANAGER. I'm speaking about your button event handler, for example.

And, read this article:

<http://www.dfanning.com/tips/namefiles.html>

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.")
