
Subject: Re: Multiple draw widget events

Posted by [ben.bighair](#) on Fri, 02 May 2008 13:54:09 GMT

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On May 2, 1:49 am, Jye <jye.sm...@gmail.com> wrote:

> Hi,
>
> Another newbie here so the answer to my problem is most likely
> blatantly obvious.
>
> The example below is of a draw widget which windows the displayed
> image when right clicked on the draw widget and the ROI button runs
> CW_DEFROI. But my problem is that the windowing events interfere when
> CW_DEFROI is called! How can I stop this from happening? Im sure it
> has something to do with the /no_block keyword but I have been unable
> to find the solution.
>
> Any help is greatly appreciated.
>
> Cheers
> Jye

Hi,

I am not sure what you are saying is the interference, but I'll guess that it is the grayscale shifting with the motion events. You are explicitly turning motion events on in your ROI_EVENT handler. Removing that line (or setting DRAW_MOTION_EVENTS = 0) will prevent motion events from occurring.

Cheers,
Ben

```
>  
> ;-----  
> ;                ROI  
> ;-----  
>  
> PRO ROI_event, event  
> widget_control, event.top, get_uvalue=info  
>  
> Widget_Control, info.draw, Draw_Motion_Events=1  
>  
> xsize=(size(info.image))[1]  
> ysize=(size(info.image))[2]  
>  
> Result = CW_DEFROI(info.draw, IMAGE_SIZE=[xsize,ysize])
```

```
>  
> END  
>
```
