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Subject: Re: Generating events while a button is pressed  
Posted by [David Foster](#) on Wed, 15 May 1996 07:00:00 GMT  
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Phil Williams <williams@irc.chmcc.org> wrote:

>  
> I hope someone out there can give me a hand with this one.  
>  
> I want to have a widget\_button that generates events while the button  
> remains pressed (sorta like the action of DRAG on a widget\_slider) so  
> that I can scroll through a stack of data, say.  
>

I wrote a program to allow the user to display a series of images in a window, one at a time, and scroll through them forward and back. It's meant for MR medical images, so send me an email if you'd like a copy ... it's written for a UNIX system, but it'd be pretty easy to modify.

Basically what I did was to use little draw widgets as the "scroll buttons". I put text in the draws to identify them. When you do

draw widgets to identify the events) you can use

```
cursor, x, y, /nowait, /device
if ( x eq -1 or !err eq 0 ) then begin
  print, 'Button released'
  return, 0
endif
```

This also lets you use all three mouse buttons, if you want to have multiple scroll modes (by one, by page, etc).

Hope this helps.

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