
Subject: Re: Coyote as Mac User

Posted by [M. Katz](#) on Sun, 02 Nov 2008 03:52:55 GMT

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> I have a question for Mac users. What in the world to you
> do for a three-button mouse!? I can zoom in, but I sure
> as heck can't figure out how to zoom out. :-(
>
> Do I need to re-write all my code for a one-button mouse?

If you're setting up your own environment, you can customize the three-button mouse control to your heart's content.

Step 1, just plug in a 3 button USB mouse. I like Macally brand, but I've used lots of different mice. In normal Mac applications, you'll find that the 3-button & scroll wheel paradigm is fully implemented. There's often a control-left-click, or option-left-click workaround for many button variations.

Step 2, since IDL on Mac uses OS X, it's not running as a native Mac app, so there are some differences. For example, you should be able to cut and paste using the mouse selection and the middle button, just like on X Windows. You might have to adjust the X11 > Preferences... where there's an option to "Emulate three button mouse."

Step 3, some mouse manufacturers make a System Preferences Pane (like a Control Panel), that gives you even more control. See if you can install the correct driver from the company's website. (I would say that a majority of Mac peripherals don't need any kind of driver to be installed by the user.) Look for the Preference Pane in the System Preferences app. You may be able to instruct the mouse to have specific mouse-button control behaviors in specific applications. That is, you can tell it that in X11, for example, middle-button clicking causes an option-click to be generated.

Between these three steps you should be able to do any kind of mouse control in IDL that you need.

In writing code for other people, I figured I could just implement the full 3-button control scheme. Then I learned that some people, even on Windows, use really odd mice, and have mouse preferences that are much different than mine. I've decided to implement at least two ways of doing each of the mouse-based tasks that access the scroll-wheel, or the middle or right buttons.

M.
