Subject: Re: Place cursor programatically in draw widget?
Posted by David Fanning on Thu, 03 Dec 2009 15:25:11 GMT

j.coenia@gmail.com wites:

> Thanks. What if I have an object graphics draw widget (graphics_level
> = 2)? Do I have to resort to some hack like placing a direct graphics
> window behind it? (Don't think that will work for my application.)

I don't know. Did you try this and find it *doesn't*
work for object graphics windows? I've always managed
to change the requirements document for things like
this. ;-)

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thue. ("Perhaps thos speakest truth.")