
Subject: Re: widget_control, send_event on Windows requires mouse motion, works fine on Linux

Posted by [jkj](#) on Sun, 24 Oct 2010 23:42:59 GMT

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On Oct 23, 10:54 pm, David Fanning <n...@dfanning.com> wrote:

> jkj writes:

>> This means that the Windows user [not certain about Mac yet] would be
>> required to "wave the mouse around" the entire time that processing is
>> taking place.

>

> Ah, the joys of creating commercial software with IDL! :-)

>

> I don't know of a way to "nudge the mouse", but I

> might try resizing the TLB by a pixel or so. Does

> that cause the events to become unstuck? Is it

> something Windows needs to do, or the mouse specifically?

>

> Cheers,

>

> David

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>

> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Thanks for the reply, David. I did resize but was not specifically resizing the TLB, simply the label widget; I did toggle "map", which set the whole GUI flashing on/off but even then the program went inactive after the nominal ten iterations. This is actually not "commercial software" because it is used in non-profit scientific research, public funds, public results, etc. but the users we wish to share the software with, of course, use Mac and Windows - oh well. I will play a bit more with creating resizing, etc. this evening when I in front of a Windows computer, which I typically try to keep many miles from me!

I recall trying "show" but in re-reading the documentation it sounds like a better choice. If I resolve this then I will post the "solution", no matter how shameless it may be...

-Kevin
