Subject: Re: widget_control, send_event on Windows requires mouse motion, works fine on Linux
Posted by David Fanning on Sun, 24 Oct 2010 03:54:00 GMT

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

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