Subject: widget_control, send_event on Windows requires mouse motion, works fine on Linux
Posted by jkj on Sun, 24 Oct 2010 00:52:26 GMT
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Hi,

I have an object graphics application that sends itself a signal to continue to the next processing step. It runs fine on any variant of Linux and any version of IDL >= 5.5 but when executed on Windows XP running, I believe, IDL 7, the user is required to move the mouse on a regular basis in order for the processing to continue.

I have tinkered with widget mapping, sizing and other hacks that would "cause something to happen" in order for Windows to realize that the program wants to continue but mouse motion is still required. 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.

Any ideas on the differences between generating events on Linux as opposed to Windows? Also, is there any means provided from within IDL to allow the program to "nudge the mouse somewhere"?

I am using a label widget as the "dummy widget" to which signals are sent. It's uvalue is set to the string that triggers the next step of processing. It's very strange to have this work seamlessly on Linux but sputter along on Windows. If the mouse is left untouched, the program will process, nominally, ten steps and then pause until the mouse is moved, then process another ten steps, etc. - this indicates that the event generation works about ten times in a row and then flatlines, waiting on the mouse to move [or some other Window-related event - like bring another window to the foreground with Alt-Tab and then returning the application's window to the foreground] before the next cycle of successful event triggers is undertaken. It does not appear to matter how far the mouse is moved, merely that it moves or some other "Window-ish" event takes place.

Thanks,
-Kevin