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Subject: Re: Scrolling text in a widget\_label  
Posted by [Russell\[1\]](#) on Fri, 02 Dec 2011 16:20:42 GMT  
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Yeah, I've read that tracking events are a delicate thing. My hope would be that the Users will be able to deal with this, since the only purpose of this was to show this long string. In my real problem, the widget\_label displays a file name, and for various reasons, I'd like that file name to be the fullpath to the file. That said, it is a real possibility that the filename will be longer than the space available for it. All I wanted was a way of keeping the fullpath and widget\_label size, but allowing the user to see the filename. My first hope was that I could use CONTEXT\_EVENTS with a widget\_label, but alas. If all else failed, I was going to change the widget\_labels to widget\_texts and then they could use the arrows to move around. But the widget\_texts take up (proportionally) more space on the GUI than does the widget\_label. I have space to spare, but I didn't want to spare it to that....

Thanks again!!!

Russell

On Dec 1, 6:32 pm, David Fanning <n...@dfanning.com> wrote:

> Russell writes:  
>> So, I did get it to do what I want, though I don't entirely understand  
>> why it works. It seems that widget\_event(/nowait) returns the "bare  
>> bones" structure of {ID:0, TOP:0, HANDLER:0} for all times that the  
>> mouse is \*inside\* the widget. When you move out, it will add the tag  
>> "ENTER". So it was simple enough to test on whether or not the  
>> "ENTER" tag exists or not. I've attached a quick script to illustrate  
>> it. The first function is from the IDL astro-library maintained by W.  
>> Landsman --- just in case someone else is interested in this. I'm not  
>> sure it was worth all the time I spent on this, but it was a fun  
>> exercise! Now to figure out why widget\_event changes its return  
>> structure like that, and whether or not I can trust this in the  
>> future....  
>  
> Pretty neat! :-)  
>  
> Just a word of warning, though. Tracking enter and exit  
> events is \*extremely\* fragile and operating system dependent.  
> It helps a great deal if you can train your users to move  
> their cursors v-e-r-y s-l-o-w-l-y.  
>  
> I guess what I am saying is, this kind of thing works better

> on your computer than it does on everyone else's. :-)  
>  
> Cheers,  
>  
> David  
>  
> --  
> David Fanning, Ph.D.  
> Fanning Software Consulting, Inc.  
> Coyote's Guide to IDL Programming:<http://www.idlcoyote.com/>  
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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