Subject: Re: Scrolling text in a widget_label
Posted by David Fanning on Thu, 01 Dec 2011 23:21:31 GMT

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....

You see. All you needed was encouragement. ;-)

Cheers,

David

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