
Subject: Unexplained Object Graphics cursor offset on Windows7

Posted by [M. Katz](#) on Wed, 08 Jan 2014 00:25:26 GMT

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I'm wondering if anyone else has seen this issue, and possibly fixed it.

On Windows7 with a WIDGET_DRAW / object-graphics window, I'm finding a large offset between the mouse pointer position, and the XY position reported by the event structure. The offset is over 100 pixels in the x direction on the screen of one of the people who runs a virtual-machine version of my program.

The problem has apparently appeared over the holiday break and was not there consistently before. The offset persists after a system reboot. No such problems are observed with the same code on Mac installations or in my Parallels installation of a relatively clean Windows7.

I am not scaling the display model, keeping it in 1:1 pixel space. To test the offset, I optionally draw a small symbol at the position where IDL thinks the cursor should be (according to event.x, event.y) and the offset is clearly shown.

Any suggestions for solutions or tests is welcome.

Thanks!
