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Subject: Re: Locking graphics in GUI / disable resize, rotate or translate

Posted by [PMan](#) on Tue, 10 Mar 2015 18:23:19 GMT

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On Tuesday, March 10, 2015 at 12:17:31 PM UTC-4, Chris Torrence wrote:

> Hi Paul,

>

> You are getting what looks like two select events because the first time it is trying to directly select the plot while the second time it is trying to use a "select box" to select anything within the box. If you change your handler to return "1", then it only goes in there once, because the selection was successful.

>

> So the short answer is that you need to take that into account when you're designing your handler.

>

> Hope this helps.

>

> -Chris

If I change the SelectChange to return '1', I still get two events in for 'data space' plus one more for the 'plot.' But the plot is easy to id and ignore. But I see what your saying, about the call from `idlitmanipselectbox__define.pro` when return is '0'. When return is '1' there is second call from `graphicsmanip__define.pro` instead.

Anyway, it seems either way there are at least two calls to `selectChange`. The only way I can differentiate is using `scope_traceback()` and just look for the calls from `_idlitmanipulator__define.pro` and only consider those valid.

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