Subject: Re: Locking graphics in GUI / disable resize, rotate or translate
Posted by PMan on Tue, 10 Mar 2015 18:40:35 GMT
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On Tuesday, March 10, 2015 at 2:23:22 PM UTC-4, Paul Mallas wrote:
> 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.

But if change plot(/test) to image(/test), it works just as you described.