On Wednesday, 2 November 2016 18:14:08 UTC-7, wallabadah wrote:
> On Thursday, 3 November 2016 05:43:56 UTC+11, superchromix wrote:
>> On Wednesday, November 2, 2016 at 7:13:12 AM UTC+1, wallabadah wrote:
>>> Hi All,
>>>
>>> I've come across what I think is a bug in widget_table using /disjoint selection. It can be
demonstrated using the example code provided with IDL - just execute table_widget_example1.
>>>
>>> My experimenting shows that it works as expected on Mac OS X, but on Windows 7 when
disjoint selection mode is turned on, control-clicking does not allow additional selections to be
made (which is the whole point). I tested on Windows 7 running as a VM - It would be great if
someone could test on other versions of Windows to confirm this is not a VM or Windows-7
specific issue.
>>>
>>> Also, as we all know, widget_table is awful. Has anyone got an alternative working?
>>>
>>> cheers,
>>>
>>> Will.
>>
>>
>> Disjoint selection works for me as well, on Windows 7, IDL 8.5.1.
>> Mark
>
> Thanks for your help, everyone. Problem was on this side of the keyboard - I had my VM
configured so that control-click was not working as expected.
>
> cheers,
>
> Will

Ah, I see you were referring to a Windows VM, not the IDL VM.

I will add that my test of IDL VM was indeed running under a Windows VM (Parallels Desktop for
Mac), where I have only recently (with PD version 12) had troubles with modifier keys, requiring
Actions:Configure:Mouse and Keyboard:Optimize for Games to be set).

Cheers,
-Dick

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