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Subject: Problems with dual draw widgets  
Posted by [8015](#) on Mon, 06 Dec 1993 23:50:46 GMT  
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System: Sun Sparc 10  
OS: SunOS 4.1.3  
IDL: 3.5 (same prob under 3.1)  
Window: Same prob under both OLIT and IDL Motif on OLIT

I'm having a problem with two widget\_draw ports on a single screen. I have an application which is being used to select points between two different images (one in each draw widget). The widget names are draw\_top and draw\_bot, and I have the two portions of code that are called whenever the mouse is clicked in their respective drawing areas.

```
pro drawprob
; create the drawing areas
draw_top = widget_draw(wcol, xsize=drawx, ysize=drawy, $
    /button_events, uvalue='draw_top', $
    scroll=10, x_scroll_size=drawx, y_scroll_size=drawy)
draw_bot = widget_draw(wcol, xsize=drawx, ysize=drawy, $
    /button_events, uvalue='draw_bot', $
    scroll=10, x_scroll_size=drawx, y_scroll_size=drawy)
end

pro drawprob_event
; handle mouse clicks in the drawing areas
'draw_top': begin
    widget_control, draw_top, get_value=index_top
    wset, index_top
    cursor, x_top, y_top, /down, /device
    xyouts, x_top, y_top, '+', alignment=0.5, /device
    print, x_top, y_top, index_top
end
'draw_bot': begin
    widget_control, draw_bot, get_value=index_bot
    wset, index_bot
    cursor, x_bot, y_bot, /down, /device
    xyouts, x_bot, y_bot, 'x', alignment=0.5, /device
    print, x_bot, y_bot, index_bot
end
end
```

When I click in the first window (either one) everything is fine. When I click in the other window, the application seems to get lost and can't figure out what window I clicked in. There is some kind of pattern that I haven't quite figured out. The clicking seems to get

