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Subject: Re: cursor return in graphics window  
Posted by [promashkin](#) on Thu, 27 Jul 2000 07:00:00 GMT  
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David Fanning wrote:

> Sorry. I just \*assumed\* scientific programmers use widgets.  
> I realize after reading my mail the past couple of days that  
> this is a bad assumption. :-)

Ok, so that horrific "10 dreams" thread was at least some sort of an eye-opener, huh ? :-) You can never know how many people are not \*writing programs\* but are only typing commands. I'd say, for that purpose Igor by WaveMetrics is better :-(

Cheers,  
Pavel

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Subject: Re: cursor return in graphics window  
Posted by [Eric Williams](#) on Thu, 27 Jul 2000 07:00:00 GMT  
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Thanks David,

That did the trick. I actually have to rewrite this program because it sucks and I want to do it with widgets. I have your programming book and hope that will be the instruction I need to learn enough widgets to do it efficiently.

Thanks for your help.

Eric

In article <MPG.13ea1f2b94d66170989b74@news.frii.com>,  
davidf@dfanning.com (David Fanning) wrote:

> Whoops, I wrote:  
>  
>> Eric Williams (eric@astro.wesleyan.edu) writes:  
>>  
>>> I am trying to use cursor to return the coordinates of a mouse click  
>>> in  
>>> a graphics window. In fact I am trying to do it twice, back to back,  
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>>> both  
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>>> wait keyword in cursor but that doesn't seem to make a difference.  
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>>> Any suggestions? I am doing this on a Mac right now but have the same  
>>> problem on my Solaris boxes.  
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>> Actually, I think your problem is that you are going through  
>> your event handler twice on the \*first\* mouse click. Once  
>> on the down event, and once on the up event. Since you weren't  
>> anticipating this, you think you are getting the same  
>> position from two clicks. You could modify your event  
>> handler to look only for button DOWN events (event.type = 0).  
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> Sorry. I just \*assumed\* scientific programmers use widgets.  
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> this is a bad assumption. :-)  
>  
> The problem here is that default behaviour of the CURSOR  
> is to be in the WAIT mode. \*But\* if the cursor button  
> is depressed, the default behaviour is to be in a NOWAIT  
> mode. On fast computers (I.e., any purchased in the past  
> 10 years or so) it is impossible to punch the button fast  
> enough not to get at least a couple of events generated.  
>  
> The solution is to simply set the DOWN keyword on the  
> Cursor command.  
>  
> Cheers,  
>  
> David

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Eric Williams - Van Vleck Observatory, Wesleyan University  
eric@astro.wesleyan.edu  
(860) 685-3664  
<http://www.astro.wesleyan.edu>

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Posted by [davidf](#) on Thu, 27 Jul 2000 07:00:00 GMT  
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Cheers,

David

--

David Fanning, Ph.D.  
Fanning Software Consulting  
Phone: 970-221-0438 E-Mail: davidf@dfanning.com  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
Toll-Free IDL Book Orders: 1-888-461-0155

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Subject: Re: cursor return in graphics window

Posted by [Steve Ready](#) on Thu, 27 Jul 2000 07:00:00 GMT

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"Eric Williams" <eric@astro.wesleyan.edu> wrote in message  
news:eric-81409F.11542827072000@news.wesleyan.edu...

> Hi all,

>

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> Any suggestions? I am doing this on a Mac right now but have the same  
> problem on my Solaris boxes.

>

> Thanks

> Eric Williams

> eric@astro.wesleyan.edu

I have run into this on Windows systems. It must have something to do with  
the fast event detection and handling under MS Windows as I do not have  
this problem under UNIX with X windows.

My work around is inserting a wait statement which allows for my finger to  
get off the mouse button.

```
cursor,x,y,2,/dev ;Read position
```

```
wait,0.5
```

```
.....
```

Steve Ready

Xerox PARC

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