Subject: Re: cursor return in graphics window Posted by promashkin on Thu, 27 Jul 2000 07:00:00 GMT View Forum Message <> Reply to Message

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

Subject: Re: cursor return in graphics window Posted by Eric Williams on Thu, 27 Jul 2000 07:00:00 GMT View Forum Message <> Reply to Message

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
- >>> a graphics window. In fact I am trying to do it twice, back to back, >>> and
- >>> am running in to the problem that one mouse click is being read by
- >>> cursor calls. I want to select two points with the mouse in the

```
>>> graphics
>>> window but since one mouse click is being read by both cursor calls I
>>> getting the same coordinates for each. I have tried playing with the
>>> wait keyword in cursor but that doesn't seem to make a difference.
>>>
>>> Any suggestions? I am doing this on a Mac right now but have the same
>>> problem on my Solaris boxes.
>>
>> 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).
>
> 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. :-)
> 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
Eric Williams - Van Vleck Observatory, Wesleyan University
eric@astro.wesleyan.edu
(860) 685-3664
http://www.astro.wesleyan.edu
```

Subject: Re: cursor return in graphics window Posted by davidf on Thu, 27 Jul 2000 07:00:00 GMT

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>

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The solution is to simply set the DOWN keyword on the Cursor command.

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

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.weslevan.edu...

> Hi all.

>

- > 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, and
- > am running in to the problem that one mouse click is being read by both
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- > wait keyword in cursor but that doesn't seem to make a difference.

- > 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.weslevan.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 ddo 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

Subject: Re: cursor return in graphics window Posted by davidf on Thu, 27 Jul 2000 07:00:00 GMT

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