
Subject: Events in IDLDrawWidget

Posted by [Bert Bierman](#) on Mon, 09 Jul 2001 15:21:58 GMT

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Hello,

I am trying to make a gui in VB which should replace the idl-gui of slicer3.

So I like to be able to press the mousebutton-down and move the mouse while the button stays down.

A procedure "motion" and "buttonpressed" is defined in a .pro file and the calls from VB succeed.

But I get the motion-response after I released the button.

How can I get motion-events during the buttonpress state?

Do I need to use the trackball? My impression was that that is the solution

if you use object-graphics, which I don't.

Greeting

Bert

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