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Subject: How to get mouse values in ION

Posted by [James Adams](#) on Wed, 24 Oct 2001 22:47:55 GMT

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Hello,

I have been trying to get mouse values from the ION system variable \$Mouse. However everything is not working as advertised, or more likely I have misunderstood how to use this to get my mouse location. I keep getting (0, 0) for the (X, Y) of my mouse, and I don't think this is correct. Attached is a brief ION Script which demonstrates what I'm trying to do. Thanks in advance for any assistance or suggestions.

-James Adams

----- GetMouseLocation.ion -----

```
<ION_SCRIPT>
```

```
<ION_HEADER>
```

```
  <title>ION Mouse Location ION</title>
```

```
  <EVENTS>
```

```
    <EVENT_DECL NAME="REDRAW" ACTION="ion://GetMouseLocation.ion" />
```

```
  </EVENTS>
```

```
  <VARIABLE>
```

```
    <VARIABLE_DECL NAME="X" VALUE="$Mouse.X" TYPE="INT",  
PERSIST="TRUE" />
```

```
    <VARIABLE_DECL NAME="Y" VALUE="$Mouse.Y" TYPE="INT",  
PERSIST="TRUE" />
```

```
  </VARIABLE>
```

```
</ION_HEADER>
```

```
<CENTER>
```

```
<H2>Mouse Location</H2>
```

```
<ION_BODY>
```

```
  <B>Mouse X: </B><ION_EVALUATE_EXPR="$Mouse.X" DISPLAY="TRUE" />
```

<BR>

<B>Mouse Y: </B><ION\_EVALUATE EXPR="\$Mouse.Y" DISPLAY="TRUE" />

<ION\_DATA\_OUT>

<IDL>

print, 'Mouse X Value: ', \$Mouse.X

print, 'Mouse Y Value: ', \$Mouse.Y

print, 'Variable X: ', \$X

print, 'Variable Y: ', \$Y

</IDL>

</ION\_DATA\_OUT>

<ION\_FORM>

<ION\_BUTTON TYPE="BUTTON" EVENT="REDRAW" LABEL="Redraw" />

</ION\_FORM>

</ION\_BODY>

</CENTER>

</ION\_SCRIPT>

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