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Subject: Odd behavior of Device, cursor\_image

Posted by [Thomas Launey](#) on Wed, 27 Feb 2002 03:17:34 GMT

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\*\*\* display a draw widget. As the cursor is moved close to the center  
\*\*\* of the widget, its appearance should change from "sad" to "happy"

Hello,

I have a problem with cursor shape control.

According to the documentation, calls to DEVICE are sticky and should remain until explicitly changed to another value. However, it seems that calls to DEVICE,cursor\_image=pattern, cursor\_XY=[8,8], cursor\_mask=mask do not follow this rule. The test program below should show the problem. The shape of the cursor is supposed to change from a sad to a happy face as the cursor is moved toward the center of the window. Somehow, on my system (5.4, Win98) its blinking arrow/face as it is moved. Any help would be most welcome.

Thanks

Thomas

PS: the integer array for cursor shape is not OS independent but even if you don't see the face the problem should be obvious

```
PRO testcursor_event, event
Widget_control, Event.top, Get_Uvalue=Info, /no_copy
distance=SQRT((info.sizedraw[0]/2-event.x)^2+$
  (info.sizedraw[1]/2-event.y)^2)$
/SQRT((info.sizedraw[0]/2.0)^2+(info.sizedraw[1]/2.0)^2)
set=(Fix(distance/0.3))<2
*** change cursor face depending on the distance to the target
pattern=[0,-8185,6168,1056,1056,576,576,576,$
  576,576,576,1056,1056,6168,-8185,0]
Case set of *** 1:smile, 2:neutral, 3:sad
0: mask=[-8185,-2017,7224,1632,13932,13260,13260,$
  -31807,-31807,3024,13260,-14749,1632,7224,-2017,-8185]
1: mask=[-8185,-2017,7224,1632,13932,13260,13260,$
  -31807,-31807,960,960,-2449,1632,7224,-2017,-8185]
2: mask=[-8185,-2017,7224,1632,13932,13260,13260,$
  -31807,-31807,960,-15421,9828,5736,7224,-2017,-8185]
*** smiling by default :-)
Else: mask=[-8185,-2017,7224,1632,13932,13260,13260,$
  -31807,-31807,3024,13260,-14749,1632,7224,-2017,-8185]
EndCase
device,cursor_image=pattern, cursor_XY=[8,8], cursor_mask=mask
Widget_control, Event.top, Set_Uvalue=Info, /no_copy
end,***** end of testcursor_event
*****
```

```
Pro testcursor
Device, Get_Screen_Size=screenSize
Sizedraw=[screenSize[0]/2,screenSize[1]/2]
testcursor_tlb = Widget_Base(/Column,
Title='testcursor',TLB_Frame_Attr=1)
drawWidgetID=widget_draw(testcursor_tlb, /Motion_events,
Xsize=sizedraw[0], Ysize=sizedraw[1])
Widget_Control, testcursor_tlb, /Realize
Widget_control, drawWidgetID, get_value=windraw & windraw=windraw[0]
wset, windraw
info={$
drawWidgetID: drawWidgetID,$ ; the draw widget ID
windraw: windraw,$ ; the direct graphic window
sizedraw: sizedraw} ; [xdim,ydim] size
WIDGET_CONTROL, testcursor_tlb, SET_UVALUE=info, /NO_COPY
XManager, 'testcursor',testcursor_tlb ,$
EVENT_HANDLER='testcursor_event', /no_block
return
End
```

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Subject: Re: Odd behavior of Device, cursor\_image  
Posted by [Mark Rivers](#) on Sat, 02 Mar 2002 18:10:42 GMT  
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Rikagaku <t\_launey@brain.riken.go.jp> wrote in message  
news:MPG.16e6de8fa5e6194b98968d@news.riken.go.jp...  
> I have a problem with cursor shape control.  
> According to the documentation, calls to DEVICE are sticky and should  
> remain until explicitly changed to another value. However, it seems that  
> calls to DEVICE,cursor\_image=pattern, cursor\_XY=[8,8], cursor\_mask=mask  
> do not follow this rule. The test program below should show the problem.  
> The shape of the cursor is supposed to change from a sad to a happy face  
> as the cursor it moved toward the center of the window. Somehow, on my  
> system (5.4, Win98) its blinking arrow/face as it is moved. Any help  
> would be most welcome.

Works fine in IDL 5.4 and IDL 5.5 on Windows NT. As the mouse is being  
moved the cursor is invisible, but when the mouse motion stops the cursor is  
correct, smiling more in the middle.

Mark Rivers

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Subject: Re: Odd behavior of Device, cursor\_image  
Posted by [Thomas Launey](#) on Wed, 06 Mar 2002 09:13:12 GMT

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>  
> Works fine in IDL 5.4 and IDL 5.5 on Windows NT. As the mouse is being  
> moved the cursor is invisible, but when the mouse motion stops the cursor is  
> correct, smiling more in the middle.

Well, the cursor should NOT be invisible during moving, it should only toggle between "sad", "neutral" and "happy". After each Widget\_draw event (mouse movement) the cursor mask is updated depending on the distance between cursor and center and it should keep this updated appearance until the next event. For you the cursor becomes invisible and for me it goes back to the default appearance (arrow on WIN) between each event which is not what it should do. Since calls to DEVICE are supposed to be "sticky" (cf: IDL Help), I don't understand why my code does not work.

Any help would be most welcome

Cheers,  
Thomas

For those interested, I repost the code. For some reason my newsreader seems to be unable to "follow up" a thread.

```
PRO testcursor_event, event
Widget_control, Event.top, Get_Uvalue=Info, /no_copy
distance=SQRT((info.sizedraw[0]/2-event.x)^2+$
  (info.sizedraw[1]/2-event.y)^2)$
/SQRT((info.sizedraw[0]/2.0)^2+(info.sizedraw[1]/2.0)^2)
set=(Fix(distance/0.3))<2
;*** change cursor face depending on the distance to the target
pattern=[0,-8185,6168,1056,1056,576,576,576,$
  576,576,576,1056,1056,6168,-8185,0]
Case set of ;*** 1:smile, 2:neutral, 3:sad
0: mask=[-8185,-2017,7224,1632,13932,13260,13260,$
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1: mask=[-8185,-2017,7224,1632,13932,13260,13260,$
  -31807,-31807,960,960,-2449,1632,7224,-2017,-8185]
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  -31807,-31807,960,-15421,9828,5736,7224,-2017,-8185]
;*** smiling by default :-)
Else: mask=[-8185,-2017,7224,1632,13932,13260,13260,$
  -31807,-31807,3024,13260,-14749,1632,7224,-2017,-8185]
EndCase
device,cursor_image=pattern, cursor_XY=[8,8], cursor_mask=mask
Widget_control, Event.top, Set_Uvalue=Info, /no_copy
end;***** end of testcursor_event
```

```
Pro testcursor
Device, Get_Screen_Size=screenSize
Sizedraw=[screenSize[0]/2,screenSize[1]/2]
```

```
testcursor_tlb = Widget_Base(/Column,$
title='testcursor',TLB_Frame_Attr=1)
drawWidgetID=widget_draw(testcursor_tlb, /Motion_events, $
Xsize=sizedraw[0], Ysize=sizedraw[1])
Widget_Control, testcursor_tlb, /Realize
Widget_control, drawWidgetID, get_value=windraw & windraw=windraw[0]
wset, windraw
info={ drawWidgetID: drawWidgetID,$ ; the draw widget ID
windraw: windraw,$ ; the direct graphic window
sizedraw: sizedraw} ; [xdim,ydim] size
WIDGET_CONTROL, testcursor_tlb, SET_UVALUE=info, /NO_COPY
XManager, 'testcursor',testcursor_tlb ,$
EVENT_HANDLER='testcursor_event', /no_block
return
End
```

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