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Subject: sec : U Re: Mouse Wheel

Posted by [Andrew Cool](#) on Sun, 03 Mar 2002 22:45:26 GMT

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Joshua Nipper wrote:

>  
> Is there any documentation on how to control the mouse wheel in IDL better?  
> Currently, I have several sliders and droplists. If I have the mouse over  
> them, the mouse wheel will scoll them. But if the mouse cursor is not over  
> the slider, it alters other sliders which is a pain. I want the whell to  
> control one slider in particular (the current slice in a CT data set)  
> Thanks!  
> Josh

Hi Josh,

After playing around with Tracking Events and Sensitising/De-sensitising slider widgets, I don't think that's the way to go.

However, I altered the properties of my Logitech wheelmouse's scroll wheel from "click/select" to "horizontal scroll", and Voila!, on a test GUI with a vertical and horizontal slider, only one slider would respond to the wheel button, whilst the other had to be clicked on as per normal.

Setting the whell button property to "vertical scroll" had the expected opposite effect, in that the other slider responded to the wheel, etc.

Not exactly platform or user independent though.

I seem to recall a recent post from one of the IDL Guri saying that he was in the process of creating a DLM for mouse control. A search on that might prove fruitful.

HTH,

Andrew

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Subject: sec : U Re: Mouse Wheel  
Posted by [Andrew Cool](#) on Sun, 03 Mar 2002 23:48:24 GMT  
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OK,

More playing around reveals that putting sliders in different bases prevents unwanted interaction.

Andrew C.

e.g. :-

PRO slider\_Demo\_event, ev

widget\_control,ev.id,get\_Uvalue= uv

Case uv OF

'CT SLICE' : Begin  
    CT\_slice = ev.value  
    print,'CT\_slice = ',CT\_slice  
End

'CT CONTRAST' : Begin  
    CT\_contrast = ev.value  
    print,'CT\_Contrast = ',CT\_Contrast  
End

'DRAW' :

'JUNK' :

'EXIT' : Widget\_Control,ev.top,/Destroy

Else : Message,'Dodgy Uvalue = ' + STRING(uv)  
End

End

.....

## PRO Slider\_Demo

```
base = Widget_base(/row,Xsize=600)
basea = Widget_base(base,/Col,/Frame)
basec = Widget_base(base,/Col,/Frame)
baseb = Widget_base(base)
based = widget_base(base)
slice_slider_id = Widget_slider(basea,Min=0,max=128,Title='CT slice',
                                Value=64,Uvalue='CT SLICE',/Frame)
contrast_slider_id = Widget_slider(basec,Min=0,Max=255,Title='CT
Contrast',$
                                Value=40,Uvalue='CT
CONTRAST',/Frame,/Vert)
exit_id = Widget_button(basea,Value='EXIT',Uvalue='EXIT')
draw_id = Widget_draw(baseb,xsize=300,ysize=300,/motion,Uvalue='DRAW')
junk_id = Widget_button(based,value='JUNK',Uvalue='JUNK')
Widget_control,base,/Real
Xmanager,'Slider_Demo',base
```

End

Andrew Cool wrote:

```
>
> Joshua Nipper wrote:
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> Andrew

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