
Subject: Different mouse buttons in IDL widgets
Posted by [landsman](#) on Wed, 22 Jan 1992 04:18:00 GMT
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Does anyone know if it is possible to recognize different mouse buttons when programming with IDL widgets? I have not seen any evidence from the manual or the demos that this is possible (but I am a new programmer in IDL widgets).

In my particular application, I want the user to select a set of items from a non-exclusive menu. In my original plan, the user would press the left mouse button to select or unselect an item, and press the right button (or the "?" key) to bring up a text widget giving more info about the particular item. If it is not possible for a widget "event" to distinguish between different mouse buttons, can someone suggest a different way to implement this scheme?

Thanks,

Wayne Landsman landsman@stars.gsfc.nasa.gov
(301)-286-3625
