Subject: Re: How to get the position of mouse Posted by David Fanning on Tue, 05 Nov 2002 13:27:44 GMT

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lily_zhang (fengliza@sina.com) writes:

- > I display an image on the screen first, and then intend to get the
- > coordinate of mouse when I depress the left button of it. Would you
- > tell me how to realize it?

In a regular graphics window, you would do something like this:

Window
TV, image
Cursor, x, y, /Down
IF !Mouse EQ 1 THEN Print, 'You pressed LEFT button.'

But, typically, if you are asking for user input, you will be doing this in a draw widget window, in which case you will turn button events on for the window, and then process the event in an event handler like this:

possibleEvents = ['DOWN', 'UP', 'MOTION'] whichButton = ['NONE', 'LEFT', 'MIDDLE', 'NONE', 'RIGHT']

thisEvent = possibleEvents[event.type]
buttonPressed = whichButton[event.press]
IF thisEvent EQ 'DOWN' THEN Print, 'You pressed the ' + \$
buttonPressed + ' button down.'

Cheers.

David

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David W. Fanning, Ph.D. Fanning Software Consulting, Inc.

Phone: 970-221-0438, E-mail: david@dfanning.com

Coyote's Guide to IDL Programming: http://www.dfanning.com/

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Subject: Re: How to get the position of mouse Posted by Roberto Monaco on Tue, 05 Nov 2002 14:04:32 GMT View Forum Message <> Reply to Message

(a) If you are within an event handler xxx (motion, or click events), the information you need is in the structure event:

```
PRO xxx, event
 mouse_x = event.x
 mouse_y = event.y
```

Look at event.press and event.release if you want to know which button was pressed - these are bitmaps (0=none motion-event, 1=left, 2=center, 4=right)

(b) if you call the function cursor, you pass two variables (x,y) that in return contain the position of the mouse - the structure !mouse.button contains the bitmap as above

Regards, Roberto

"lily_zhang" <fengliza@sina.com> wrote in message news:19870040.0211050436.2105e396@posting.google.com...

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