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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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Subject: Re: How to get the position of mouse  
Posted by [Roberto Monaco](#) on Tue, 05 Nov 2002 14:04:32 GMT  
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(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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