
Subject: Re: Table Widget Selection?

Posted by [Pavel A. Romashkin](#) on Fri, 03 Jan 2003 16:27:31 GMT

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From all I heard here so far, some other interface would be much preferred by satellite image community. Table widgets (unless they changed drastically in 5.6) were pretty non-intuitive and (in my experience) did not look the same across platforms.

Regarding the original question - correct me if I'm wrong, but draw widgets I think are the only ones that distinguish between left, mid and right mouse clicks. It would be nice if they added Shift and Alt clicks... I wouldn't have any other user inputs in my programs, then :-)

Cheers,

Pavel

dmarino wrote:

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> Happy New Year!

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> Is there any way to tell which button the user selected a table widget
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> something. A quick search of the threads for this group didn't really
> return anything.

> It would be cool if I could tell if the user right-clicked a cell.

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> Thanks in advance,

> dmarino

> digitalglobe

Subject: Re: Table Widget Selection?

Posted by [dmarino](#) on Sat, 04 Jan 2003 15:23:14 GMT

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Pavel -

I would beg to disagree! IDL and even the cranky Motif world are AWESOME for satellite imagery. Nothing touches IDL for doing image processing on our giant pixel counts. After a fashion I even like the widget programming setup in IDL. It's more than worth it to get the sweet

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My thanks to this group, whose collective tutelage and wisdom has allowed me to

begin scratching the surface of this power.(And esp. to Dr Fanning for

IDL Programming Techniques vol2., not to mention Ronn Kling's

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great stuff, that.)

So, for my RSI wish list 2003, add a field to the CellSelection Event
for clicked:[0,1,2]

Thanks!

dmarino
digitalglobe

"Pavel A. Romashkin" <pavel_romashkin@hotmail.com> wrote in message
news:<3E15B9F2.CA6F2719@hotmail.com>...

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Subject: Re: Table Widget Selection?

Posted by [David Burridge](#) on Mon, 06 Jan 2003 12:56:49 GMT

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I couldn't resist a a gross hack for this!-)

If you create an unmapped draw widget, you can call cursor with /nowait and
grab the mouse state from !Mouse. Not pretty, but it works ... kinda:-p I've

attached the test program at the foot of this post. You'll have to diddle with it to respond to more than the first click on a table cell.

Suffice to say, I would **never** do this in a serious program, but you got my interest piqued!!!

Cheers,

Dave

--

David Burridge

Burrige Computing, 18 The Green South

Warborough, Oxon, OX10 7DN

England

Tel: +44 (0) 1865 858279, Email: davidb@burridgecomputing.co.uk

"dmarino" <dmarino@digitalglobe.com> wrote in message
news:1c23e5f8.0301022008.66081572@posting.google.com...

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;*** PROGRAM HERE ***

pro tabletest_event, ev

; Here's an event

Print, "Event!"

; Find out which mouse button was pressed (yuck!) and report

cursor, x, y, /nowait

Case !mouse.button OF

1 : Print, 'Left button'

2 : Print, 'Middle button'

3 : Print, 'Left & middle buttons'

4 : Print, 'Right button'

5 : Print, 'Right & left buttons'

6 : Print, 'Right & middle buttons'

7 : Print, 'Right, middle & left buttons'

Else : ; do nothing

Endcase

end

pro tabletest

```
; Create an interface
tlb = widget_base (title='Table Test')
t  = widget_table (tlb, /edit, /all_events)

; Create an unmapped widget base so that cursor can be called
; to establish which mouse button was pressed (yuck!)
db = widget_base (tlb, Map=0)
d  = widget_draw (db)

; Display and manage the interface
widget_control, tlb, /realize
xmanager, 'tabletest', tlb, event_handler='tabletest_event'
end
```

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Subject: Re: Table Widget Selection?

Posted by [David Burridge](#) on Mon, 06 Jan 2003 12:59:01 GMT

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I assume that Pavel was referring to not using Table Widgets rather than suggesting that you ditch either IDL or Motif?

Dave

"dmarino" <dmarino@digitalglobe.com> wrote in message
news:1c23e5f8.0301040723.21b8872b@posting.google.com...

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--

David Burridge
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Warborough, Oxon, OX10 7DN

England

Tel: +44 (0) 1865 858279, Email: davidb@burridgecomputing.co.uk

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Subject: Re: Table Widget Selection?

Posted by [Pavel A. Romashkin](#) on Mon, 06 Jan 2003 16:21:00 GMT

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Dave is right. Nobody here would ever think I'd recommend dumping IDL. But many people would agree to the suggestion to dump Table widget :-(I have never seen an elegant Widget_Table workaround.

Pavel

dmarino wrote:

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Subject: Re: Table Widget Selection?

Posted by [dmarino](#) on Mon, 06 Jan 2003 20:12:02 GMT

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Man, that's clever. (is the IEPA listening?)

Works like a champ for Windows.

UNIX didn't like it as written , but I think the technique will apply!

Thanks to David Burrigde and Pavel for their kind input!!!

I LOVE workarounds and hacks like this. It sure beats just not being
able to do it :-)

dmarino
digitalglobe

"David Burrigde" <davidb@clogic.f9.co.uk> wrote in message
news:<z2fS9.2758\$xE1.422110@stones>...

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> If you create an unmapped draw widget, you can call cursor with /nowait and
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```
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```

Subject: Re: Table Widget Selection?

Posted by [Harvey Rarback](#) on Mon, 06 Jan 2003 20:50:58 GMT

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Folks,

"Pavel A. Romashkin" <pavel_romashkin@hotmail.com> wrote in message
news:3E19ACED.B7741F64@hotmail.com...

```
> Dave is right. Nobody here would ever think I'd recommend dumping IDL.
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> have never seen an elegant Widget_Table workaround.
```

Eighteen months ago, I wrote this fine group:

I have written a widget object which replaces much of the functionality of
the table widget but includes

- multiple rows of column labels
- different color backgrounds and foregrounds per cell

- different alignments per cell
- different fonts for the column labels and table body
- none of the weird sizing problems of the table widget

It uses a draw widget with separate pixmaps for each cell.

That's the good news. The bad news is that I wrote this object for my own needs and so it is not really documented (yet).

I would be glad to give out the code as is, or if there is enough interest I could make it available in a more easily usable form.

I got no takers then, and of course I never got around to documenting the code, but the offer still stands.

--Harvey
