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Subject: Bug with object graphics, app\_scroll and the mouse in 6.1 under Windows.  
Posted by [dcw\\_yip](#) on Tue, 24 Aug 2004 19:16:58 GMT

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So I upgraded to IDL 6.1. Now my program doesn't handle mouse events properly. I tracked it down and it seems that there's a bug with IDL 6.1 under Windows if you have a draw widget with app\_scroll and object graphics enabled. The symptom is that the y coordinate of the mouse event oscillates between the correct value and the correct value plus the scroll range. So say the ysize of the widget is 600 and the draw\_ysize is 800. When you click in the widget so that you're on y of 363, it oscillates between 363 and 563 even though you are clicking on the same spot over and over again. This didn't happen under 6.0 or 6.1 beta. This also doesn't happen on a Mac.

I need both object graphics and scrolling. Is there a way around this or should we just drop back to 6.0?

David

Here's a program and output that demonstrates this:

----- program -----

```
pro bug_event, event
  print, event.x, event.y
end

pro bug
  base = widget_base(title='bug')
  draw = WIDGET_DRAW(base, /button_events, /app_scroll, $
    graphics_level=2)
  widget_control, draw, xsize=600, ysize=600, draw_xsize=1200, $
    draw_ysize=1200
  widget_control, base, /realize

  xmanager, 'bug', base
end
```

----- output -----

```
404      363
404      563      <-- wrong value
404      363
404      364
404      363
404      563      <-- wrong value
```

