Subject: Re: set cusor position

Posted by David Fanning on Wed, 17 Nov 2004 20:45:19 GMT

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## Sascha Kempf writes:

- > it might be a stupid question but is there a way to set the position of
- > the cursor within a draw widget? I found nothing about this functionality
- > in the IDL docs.

Well, the idea is that in a widget program the \*user\* is suppose to position the cursor. :-)

But you might try TVCRS.

Cheers.

David

--

David W. Fanning, Ph.D.

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

Phone: 970-221-0438, IDL Book Orders: 1-888-461-0155

Subject: Re: set cusor position

Posted by Sascha. Kempf on Fri, 19 Nov 2004 12:56:21 GMT

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David Fanning <davidf@dfanning.com> wrote in message news:<MPG.1c05664c1758d879896a9@news.frii.com>...

- > Sascha Kempf writes:
- >
- >> it might be a stupid question but is there a way to set the position of
- >> the cursor within a draw widget? I found nothing about this functionality
- >> in the IDL docs.
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- > Well, the idea is that in a widget program the \*user\* is
- > suppose to position the cursor. :-)
- > But you might try TVCRS.
- >
- > Cheers,
- >
- > David

Many thanks. This is exactly what I was looking for. Sometimes the user wants

to start at a given position. Suppose a calibration tool for adjusting data points by the mouse. In this case the mouse cursor should be initially "attached" to the data point.

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