Subject: middle mouse button emulation in widget_draw

Posted by Benjamin Hornberger on Fri, 21 Oct 2005 18:35:56 GMT

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Hi all,

I was wondering if anybody has dealt with the following: In the IDL help for widget_draw, "Note on Middle Mouse Button Emulation", it sais:

When a user holds down the Control key and presses the left mouse button within a draw widget, IDL emulates a middle mouse button press. This means that the event structure generated will have the PRESS field set to 2 (middle button) and the MODIFIERS field set to 0 (no modifier). IDL will never generate an event with PRESS set to 1 (left button) and MODIFIERS set to 2 (control).

But (see test_draw.pro at the end of the message):

```
IDL Version 6.2, Microsoft Windows (Win32 x86 m32). (c) 2005, Research
Systems, Inc.
IDL> .compile test_draw
IDL> test_draw
;; Ctrl + Left-Click in draw widget
** Structure WIDGET_DRAW, 12 tags, length=44, data length=37:
   ID          LONG           564
   TOP         LONG           563
   HANDLER     LONG           564
   TYPE        INT        0
   X           LONG           59
   Y           LONG           20
   PRESS       BYTE     1
   RELEASE     BYTE        0
   CLICKS      LONG            1
   MODIFIERS   LONG            2
   CH          BYTE     0
   KEY         LONG            0
** Structure WIDGET_DRAW, 12 tags, length=44, data length=37:
   ID          LONG           564
   TOP         LONG           563
   HANDLER     LONG           564
   TYPE        INT        1
   X           LONG           59
   Y           LONG           20
   PRESS       BYTE     0
   RELEASE     BYTE     1
   CLICKS      LONG            1
   MODIFIERS   LONG            2
   CH          BYTE     0
```

```
KEY          LONG               0
```

Same on IDL Version 6.2 (linux x86 m32), by the way.

So I guess it's safe to check for PRESS = 1 and MODIFIERS = 2, or does anybody have other experiences? Any comments?

Thanks,
Benjamin

```
 ;;-------------------------------------------------------- ----
PRO test_draw_event, event

   help, event, /str

END

PRO test_draw

  tlb = widget_base()
  draw = widget_draw(tlb, xs=100, ys=100, /button_events, $
              event_PRO='test_draw_event')

  widget_control, tlb, /realize

  xmanager, 'draw', tlb, /no_block

END
```

Subject: Re: middle mouse button emulation in widget_draw
Posted by Alan Youngblood on Mon, 31 Oct 2005 16:18:03 GMT
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Benjamin,

The middle mouse button emulation was removed from Widget_Draw events for IDL 6.2. This allows the application handling the left-ctrl events to implement whatever behavior is desired, middle mouse button emulation or some other use of the ctrl key. Here is the applicable item from the IDL 6.2 release notes:

27938: Three-Button-Mouse Emulation Removed from Draw Widget

In previous versions of IDL, left-clicking with the mouse in a draw widget

(either direct or object graphics) while holding down the Ctrl key was reported as a middle-mouse-button click event. This emulation has been removed, and left-clicking with Ctrl generates a left-click event with the correct control modifier. Please be advised of this change if you have code using the prior three-button emulation.

Unfortunately the "Note on Middle Mouse Button Emulation" in the section on Widget_Draw events was not removed until after the release of IDL 6.2.

Rick Towler's advice to check !version.release is definitely a good idea so that you can test for the control modifier in 6.2 or later releases of IDL.

Regards,

Alan

--

"Benjamin Hornberger" <benjamin.hornberger@stonybrook.edu> wrote in message news:4359350c$1_1@marge.ic.sunysb.edu...
> Hi all,
>
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>   TOP   LONG   563
>   HANDLER   LONG   564
>   TYPE   INT   0
>   X   LONG   59
>   Y   LONG   20
>   PRESS   BYTE   1

```
> RELEASE        BYTE      0
> CLICKS         LONG          1
> MODIFIERS      LONG          2
> CH             BYTE      0
> KEY            LONG          0
> ** Structure WIDGET_DRAW, 12 tags, length=44, data length=37:
> ID             LONG          564
> TOP            LONG          563
> HANDLER        LONG          564
> TYPE           INT       1
> X              LONG          59
> Y              LONG          20
> PRESS          BYTE      0
> RELEASE        BYTE      1
> CLICKS         LONG          1
> MODIFIERS      LONG          2
> CH             BYTE      0
> KEY            LONG          0
>
>
>
> Same on IDL Version 6.2 (linux x86 m32), by the way.
>
> So I guess it's safe to check for PRESS = 1 and MODIFIERS = 2, or does
> anybody have other experiences? Any comments?
>
> Thanks,
> Benjamin
>
>
>  ;;-------------------------------------------------------- ----
> PRO test_draw_event, event
>
>    help, event, /str
>
> END
>
> PRO test_draw
>
>    tlb = widget_base()
>    draw = widget_draw(tlb, xs=100, ys=100, /button_events, $
>                 event_PRO='test_draw_event')
>
>    widget_control, tlb, /realize
>
>    xmanager, 'draw', tlb, /no_block
>
> END
```