Subject: Cursor Position with Draw Widget
Posted by ganga on Wed, 02 Nov 1994 20:33:04 GMT

Hi,

I'm trying to figure out how to return the cursor position from an
event in a draw widget. I want the coordinates to be in data
coordinates. This seems to be possible for a regular graphics window
through the cursor command, but I can't figure out how to do it within
a draw widget as the documentation says not to use the cursor command.

Any help would be appreciated. Thanks,

Ken

Subject: Re: Cursor Position with Draw Widget
Posted by scott on Wed, 02 Nov 1994 23:56:30 GMT

Ken Ganga writes
> Hi,
>
> I'm trying to figure out how to return the cursor position from an
> event in a draw widget. I want the coordinates to be in data
> coordinates. This seems to be possible for a regular graphics window
> through the cursor command, but I can't figure out how to do it within
> a draw widget as the documentation says not to use the cursor command.
>
> Any help would be appreciated. Thanks,
>
> Ken

You get the coordinates directly from the event structure returned when
the user clicks in the Draw Widget. They are in event.X and event.y, in
device coords. To get the coords in data coords, do the following:

coords = CONVERT_COORD(event.X, event.Y, /DEVICE, /TO_DATA)

See page 1-340 of the IDL Reference Guide (v. 3.6.1) for more info, or
feel free to email me.

--
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Fort Collins, CO 80523

Subject: Re: Cursor Position with Draw Widget
Posted by rivers on Thu, 03 Nov 1994 04:04:01 GMT
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In article <398t20$6im@agate.berkeley.edu>, ganga@physics14 (Ken Ganga) writes:
> Hi,
>
> I'm trying to figure out how to return the cursor position from an
> event in a draw widget. I want the coordinates to be in data
> coordinates. This seems to be possible for a regular graphics window
> through the cursor command, but I can't figure out how to do it within
> a draw widget as the documentation says not to use the cursor command.
>

You can get the cursor position in DEVICE coordinates and then convert to DATA coordinates with:

result = CONVERT_COORD(x, y, /device, /to_data)

Subject: Re: Cursor Position with Draw Widget
Posted by 8015 on Thu, 03 Nov 1994 17:47:04 GMT
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In article <398t20$6im@agate.berkeley.edu>, Ken Ganga <ganga@physics14> wrote:
> Hi,
>
> I'm trying to figure out how to return the cursor position from an
> event in a draw widget. I want the coordinates to be in data
> coordinates. This seems to be possible for a regular graphics window
> through the cursor command, but I can't figure out how to do it within
> a draw widget as the documentation says not to use the cursor command.
>

The event returned from clicking in a draw widget contains an X and Y
parameter. You should be able to access it through event.x and
event.y. Here's a line from one of my applications that handles the
data conversion, also:

ll = convert_coord(event.x, event.y, /device, /to_data)

In this case it is converting the device coordinates to data
coordinates from a map projection. A few lines later, the following

---

commands put lat and lon coordinates in strings:

```
latstr = 'Lat:   ' + string(ll(1), format='(F12.2)')
lonstr = 'Lon:   ' + string(ll(0), format='(F12.2)')
```

Hope that helps,

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