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Subject: Re: reading mouse coordinates when using widgets

Posted by [zhsti](#) on Wed, 14 Dec 1994 09:30:38 GMT

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Hello,

Okay, this is absolutely correct. the manuals clearly explain that this will create problems. Instead of doing this, use the events that can be generated by the draw widget. For information on this, see the widget\_draw explanation in the manual. (I don't have one handy, and haven't been working directly so I cannot give you specifics. sorry)

-stephen

Chris Hendriks ([chrish@cs.kun.nl](mailto:chrish@cs.kun.nl)) wrote:

:  
: I use a drawing widget (wwdraw) and I want to retrieve mouse coordinates in  
: this drawing window. The procedure CURSOR does not seem to work for widgets.  
: I use version 4.0. Any suggestions?  
:  
: Please reply to [venvd@nlr.nl](mailto:venvd@nlr.nl).  
:

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The opinions and ideas expressed here do not reflect those of my employer

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Stephen Strebel | Ski to Die  
Union Bank of Switzerland | and Live to Tell about It  
ORSE / OO Team Member |  
email: [stephen.strebel@zhflur.ubs.ubs.ch](mailto:stephen.strebel@zhflur.ubs.ubs.ch) or [strebel@alumni.cs.colorado.edu](mailto:strebel@alumni.cs.colorado.edu)

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Subject: Re: reading mouse coordinates when using widgets

Posted by [ao](#) on Wed, 14 Dec 1994 13:40:19 GMT

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idlusers-news-gateway:

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Cc: [venvd@nlr.nl](mailto:venvd@nlr.nl)

Hello Chris!

I will give two answers:

1. I have no problems using CURSOR in a big widget-application with WIDGET\_DRAWs. I didn't read the manual before writing

my applications and I find only, that positioning of the cursor seems a little bit randomly, say values in a image\_cont - plot, where little squares have to show up one value. Positioning of the cursor inside of the squares return sometimes the value of the neighboured box.

2. Try this (as Stephen mentioned):

```
631 PRO MAIN13_Event, Event
...
634 COMMON INTERNA,xstart,ystart,xend,yend
635
636 WIDGET_CONTROL,Event.Id,GET_UVALUE=Ev
637
638 CASE Ev OF
639
...
658 'DRAW27': BEGIN
659     ; Some tests of mouse buttons
660     ; You can't check ... IF (event.press eq 1B) ... I don't know why!!
661     help,event,/struc
662     IF (event.press ne 0B) THEN BEGIN
663         xstart=event.x
664         ystart=event.y
665     ENDIF
666     IF (event.press eq 0B) THEN BEGIN
667         xend=event.x
668         yend=event.y
669     ENDIF
670     IF (event.release eq 1) THEN xyouts,xstart,ystart,'B',color=60,/device
671     IF (event.release eq 2) THEN plots,[xstart,xend],[ystart,yend], $
672         color=240,/device
673     IF (event.release eq 4) THEN xyouts,xend,yend,'E',color=120,/device
674     print,event.x,' ',event.y
675     no_draw_event: Print, 'Event for Drawing Area'
676     END
...
692 ENDCASE
693 END
694

824 PRO progname, GROUP=Group
...
834 MAIN13 = WIDGET_BASE(GROUP_LEADER=Group, $
835     COLUMN=1, $
836     MAP=1, $
837     TITLE='Evaluation Kit V 1.0 Copyright by EURAD', $
838     UVALUE='MAIN13', $
```

```

839     XOFFSET=20, $
840     YOFFSET=20)
...
984 DRAW27 = WIDGET_DRAW( BASE25, $
985     BUTTON_EVENTS=1, $
986     MOTION_EVENTS=1, $
987     RETAIN=2, $
988     UVALUE='DRAW27', $
989     XSIZE=600, $
990     YSIZE=400)
...
1165
1166 WIDGET_CONTROL, MAIN13, /REALIZE
1167
1168 ; Get drawable window index
1169
1170 COMMON DRAW27_Comm, DRAW27_Id
1171 WIDGET_CONTROL, DRAW27, GET_VALUE=DRAW27_Id
....
1893 XMANAGER, 'MAIN13', MAIN13
1894 END

```

This is an extraction from one of our widget\_applications. It shall show how to use the mouse-buttons via eventhandler. It's my first test and build mainly by the new widget\_builder of IDL 3.6.1

Hope that my explanation helps

Andreas O.

\*\*\*

A question of me: Does anyone use the widget\_builder of 3.6.1 under 3.5.1 on a PC. The author of the builder mentionend somewhere in the code, that it's possible. But my IDL-Compiler is looking for wided.com file. What does this mean? I can't find such a file on the 3.6.1 PC-Version.

\*\*\*

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