
Subject: Re: problem with widget_draw and draw_button_events under windows
Posted by [Justus Skorps](#) on Fri, 13 Apr 2007 13:37:20 GMT

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- > I've written an awful lot of widget programs on Windows XP
- > and never noticed this problem, which leads me to suspect
- > a programming error rather than something more sinister.
- >
- > I wonder if adding a CLEAR_EVENTS keyword to the WIDGET_CONTROL
- > line where you turn button processing OFF would help? Also,
- > do you realize when you get a button event in a draw widget
- > that TWO events are generated? One for the button down and
- > one for the button up. It sounds to me like a draw widget
- > event is "hanging" somewhere and not getting processed.

Thanks for your answer.

Of course you were right about a programming error, I know that one click gives two events, and I thought that I had considered that, but I confused the roles of event.press and event.type...now I corrected that and it works now very well for the 'get one position'-function. But I tried a function to get two positions, and this leads to the same problem as before, I get my four values and then the crosshair won't like to disappear. I guess this will be due to an similar mistake in my code, although both functions have the same if-condition at the beginning. But I hope I will find a nice little mistake.

Thanks again for your help,
Justus

I tried the clear_events keyword, but same problem. I recently found out, that as long as I don't unset the draw_button_events, I get no problem.

Subject: Re: problem with widget_draw and draw_button_events under windows
Posted by [David Fanning](#) on Fri, 13 Apr 2007 14:11:02 GMT

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Justus Skorps writes:

- > Now my problem: Normally, when I move the cursor above the draw
- > window, it changes to a crosshair, when I leave the draw window, it
- > changes back to an pointer. But after I used the function mentioned
- > above (with correct behaviour), the cursor doesn't change back, it
- > stays a crosshair all over the screen, and I am not able to press any
- > other button, slider,... in my gui or else where. The only solution is
- > to bring another program, i.e. the windows explorer, to front and then

- > change back to IDL/the gui..then everything is okay again.
- >
- > But this problem appears only when using the gui under WindowsXP with
- > IDL 6.2., on Solaris with IDL 6.2. I have no such problem. Anybody
- > knows a solution to get rid of this problem?

I've written an awful lot of widget programs on Windows XP and never noticed this problem, which leads me to suspect a programming error rather than something more sinister.

I wonder if adding a CLEAR_EVENTS keyword to the WIDGET_CONTROL line where you turn button processing OFF would help? Also, do you realize when you get a button event in a draw widget that TWO events are generated? One for the button down and one for the button up. It sounds to me like a draw widget event is "hanging" somewhere and not getting processed.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: problem with widget_draw and draw_button_events under windows

Posted by [Justus Skorps](#) on Fri, 13 Apr 2007 14:29:46 GMT

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since I am only interested in clicks with the left button, my code looks like

```
if ((event.press eq 1) && (event.type eq 0)) then begin
```

```
    ...
endif
```

I use an case-condition checking for the uname of the widget which is responsible for the event..and if it is a my draw_widget, the above if-condition is used..

btw now the 'get one position'-function gives me again the problem..without doing any changes to the code about the involved widgets...perhaps I should try the gui on another windows pc..

Subject: Re: problem with widget_draw and draw_button_events under windows
Posted by [David Fanning](#) on Fri, 13 Apr 2007 14:50:36 GMT
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Justus Skorps writes:

> Of course you were right about a programming error, I know that one
> click gives two events, and I thought that I had considered that, but I
> confused the roles of event.press and event.type...now I corrected
> that and it works now very well for the 'get one position'-function.
> But I tried a function to get two positions, and this leads to the
> same problem as before, I get my four values and then the crosshair
> won't like to disappear. I guess this will be due to an similar
> mistake in my code, although both functions have the same if-condition
> at the beginning. But I hope I will find a nice little mistake.

In general, in this kind of situation, I let any button event
that is not a button down event flow through my event handler
without processing. I usually only take action if I get a
button down event:

```
PRO MY_EVENT_HANDLER, event
```

```
    IF event.type NE 0 THEN RETURN
```

```
    ; Handle button down events here.
```

```
    CASE event.press OF
```

```
1; Left button
```

```
    4: Right button
```

```
    ELSE: ; I don't care.
```

```
    ENDCASE
```

```
END
```

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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Subject: Re: problem with widget_draw and draw_button_events under windows
Posted by [David Fanning](#) on Fri, 13 Apr 2007 23:08:14 GMT
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Justus Skorps writes:

> btw now the 'get one position'-function gives me again the
> problem..without doing any changes to the code about the involved
> widgets...perhaps I should try the gui on another windows pc..

I really don't think the problem is with your PC.
I'm always suspicious of complicated event handlers.
What happens if you send all your draw widget events
to a separate draw widget event handler and make that
as simple as possible?

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: problem with widget_draw and draw_button_events under windows
Posted by [Justus Skorps](#) on Tue, 24 Apr 2007 06:57:52 GMT
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ok, I think it finally works now..

I kept in mind that one click on a draw gives me to events, and I
thought that an if-condition would be enough to deal with that...but
the problem seems to be, that I disabled the draw_button_event-
property of the draw in the same part of code where I was evaluating
the x and y values I got from the event, but the next event in line to
be executed by the event handler was now an event from a disabled
source...and I think that led to my problem...now I wrote the
disabling of the draw_button_event in an extra if-condition reacting
on the release of the click...

thanx again for your help!

and btw: your book is really very helpfull...just bought the online
version, since I had to bring my borrowed library exemplar back...
