
Subject: Re: about WSET

Posted by [David Fanning](#) on Wed, 04 Jul 2007 04:13:29 GMT

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airy.jiang@gmail.com writes:

> Last day I wrote a question to ask how can I set the mouse to the
> position I want. David showed me a nice way that using the TVCRS. I
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> widget which id is reading from the system variable !D.Window. I
> checked that variable, found that the widget id which restored in the !
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> wrong position of the mouse. Then I want to set the draw widget of my
> program to be the active widget which can be useful to the TVCRS, I
> used the WSET method setting the draw widget, but the IDL reported a
> error message : "WSET: Window is closed and unavailable."
> Oh, what can I do? ~ _ ~

Unfortunately, I think the answer is "not much." I spent
the better part of a half hour this afternoon fooling
around with this, and I couldn't come up with a thing.
From the deafening silence, I'm afraid others are striking
out, too.

It probably goes against some GUI principle to allow
anyone other than the user to control the mouse, but
I guess I could think of one or two reasons why you
might have legitimate reason to want to do so. In any
case, unless I've missed something, I don't think it is
possible in object graphics. (Of course, you could put
an arrow or something inside a graphics windows and move
THAT around, but that isn't the cursor.)

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: about WSET

On 7 4 , 12 13 , David Fanning <n...@dfanning.com> wrote:

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Thank you again,David.

I don't know wheather you have been played the first person angle
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Hope I've interpreted it clearly. Please pardon my poor English. That is also a hard work for me too. ^ _ *

Thanks!

Subject: Re: about WSET

Posted by [Michael Galloy](#) on Wed, 04 Jul 2007 08:24:16 GMT

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On Jul 3, 11:48 pm, airy.ji...@gmail.com wrote:

> On 7 4 , 12 13 , David Fanning <n...@dfanning.com> wrote:

>

>

>

>> airy.ji...@gmail.com writes:

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 > Hope I've interpreted it clearly.Please parden my poor english.That is
 > also a hard work for me too.^_*
 > Thanks!

How about this trick: put a direct graphics window (of the same size)
 behind the object graphics window.

Check out:

http://michaelgalloy.com/wp-content/uploads/2007/07/cursor_test.pro

and let me know if that is the effect your are looking for. Push any ASCII key or the button on the bottom to move the cursor to the given location (x: 200, y: 100).

Mike

--

www.michaelgalloy.com

Subject: Re: about WSET

Posted by [David Fanning](#) on Wed, 04 Jul 2007 13:55:06 GMT

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Mike Galloy writes:

- > How about this trick: put a direct graphics window (of the same size)
- > behind the object graphics window.

Well, now, there is an idea! I would package this up in a new window object, though, so the object could keep track of all the manipulations, resizings, etc. Then you could just create a MoveCursorTo method.

Cheers,

David

--

David Fanning, Ph.D.

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Subject: Re: about WSET

Posted by [Bob\[3\]](#) on Wed, 04 Jul 2007 15:28:33 GMT

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On Jul 4, 1:48 am, airy.ji...@gmail.com wrote:

- > I don't know wheather you have been played the first person angle
- > games like Quake3 or Counter Strike.In this games ,we can use the
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> function to realize this effect. But I'm highly wished we can use the
> IDL to realize it.
> Hope I've interpreted it clearly. Please pardon my poor English. That is
> also a hard work for me too. ^ _
> Thanks

Seems to me the effect you are looking for isn't so much having the
"mouse offset" represent the "radian that "head" need to rotate", but
rather have the offset proportional to the rate of change of the
"head" turn.

By making the offset proportional to the rate of turn rather than the
absolute magnitude having the mouse cursor centered would keep the
viewing angle steady (no turn). Having it mouse at the left window
edge would have the view turning to the left at a maximum allowable
rate. Having the mouse partially to the left of center would turn the
"head" left at a slower rate. That would allow continuous rotation to
the left(right) whenever the mouse is to the left(right) of center.
I haven't played any first person angle games in quite a while, but
that is how I remember them working.

Being able to re-center the mouse, as Mike's pro above does would
still be useful to quickly stop any rotation.

Bob.

Subject: Re: about WSET

Posted by [Michael Galloy](#) on Wed, 04 Jul 2007 15:57:10 GMT

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On Jul 4, 7:55 am, David Fanning <n...@dfanning.com> wrote:

> Well, now, there is an idea! I would package this up in
> a new window object, though, so the object could keep
> track of all the manipulations, resizings, etc. Then
> you could just create a MoveCursorTo method.

Yes, this definitely needs to be packaged in something for re-use.

Mike

--

www.michaelgalloy.com

Subject: Re: about WSET

Posted by [airy.jiang](#) on Thu, 05 Jul 2007 10:10:31 GMT

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On 7 4 , 11 57 , "mgal...@gmail.com" <mgal...@gmail.com> wrote:

> On Jul 4, 7:55 am, David Fanning <n...@dfanning.com> wrote:

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>> you could just create a MoveCursorTo method.

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> Yes, this definitely needs to be packaged in something for re-use.

>

> Mike

> --www.michaelgalloy.com

Thank you very much!

Now I got the answer, and I've made a nice effect of what I wanted.

Let's cheers!!^_^

ps:I've found another bug of IDL.I don't know whether you have met it before.

Let's see this code:

```
IF (event.x LT 1) OR (event.x GT drawX-1) THEN BEGIN
```

```
    TVCRS,0,0,/Device
```

```
ENDIF
```

When I move the mouse slowly or steady to the edge of the Widget_Draw, the IDL can access the position of the mouse, and made the right action that set the mouse to the [0,0], but if I move the mouse very fast to the edge of the Window, it seemed that the IDL can't catch the change of the mouse, then the mouse moved to the outside of the window, rather than made the action that set the mouse to the [0,0]. You can test this, of course, this is not a big problem, we can use many ways to avoid them, but it indeed exists.

Subject: Re: about WSET

Posted by [Rick Towler](#) on Thu, 05 Jul 2007 21:26:19 GMT

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airy.jiang wrote:

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> also a hard work for me too. ^_*

I guess you never got my DirectInput dlm to work? Is my code that bad?
:(I've done all of this for you... You never did say what platform
you are on and maybe that is the problem. It should work for Win2k/XP
with DirectX 9. What version of IDL?

-Rick
