
Subject: i386 v6.3 MacOSX: cursor.pro not responding to mouse button events

Posted by [Tom Berger](#) on Mon, 16 Jul 2007 01:01:12 GMT

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I'm trying to use a direct graphics routine from the astronomy library called curval.pro on a Mac i386 laptop. The mouse is a three-button mouse that is functioning fine outside of IDL (i.e. left button is primary, right button is secondary, scroll wheel is button 3, etc.). In curval, there is no response to mouse button events.

Here's the code fragment that should update !MOUSE from the cursor.pro built-in:

```
LOOP: sv_err = !MOUSE.BUTTON
!MOUSE.BUTTON = 0
cursor,x,y,2,/DEVICE,/CHANGE
cr_err = !MOUSE.BUTTON
if cr_err EQ 4 then begin
    print, '
    if fileflag then free_lun,lun
    return
endif
```

The rest of the routine prints out x and y as the mouse is moved across the window. This works correctly but there's no way to quit out of the loop since !MOUSE.BUTTON=4 is the exit condition. I have to Control-C to crash curval and then retall to get back - not a very elegant solution...

Nothing in my .Xdefaults file would seem to be messing with mouse functionality in X-windows. The only relevant entry might be a "*keyboardFocusPolicy: pointer" statement, but this is also in my PPC machine version that works correctly.

Any suggestions?

Thanks,

Tom

Subject: Re: i386 v6.3 MacOSX: cursor.pro not responding to mouse button even

Posted by [sebinjapan](#) on Mon, 23 Jul 2007 15:35:11 GMT

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see

http://www.dfanning.com/misc_tips/remotecursor.html

Subject: Re: i386 v6.3 MacOSX: cursor.pro not responding to mouse button even
Posted by [rclark](#) on Mon, 23 Jul 2007 18:56:40 GMT
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Recently sebinjapan <smasson@lodyc.jussieu.fr> wrote:
> see
> http://www.dfanning.com/misc_tips/remotecursor.html
>

Yes, the lost clicks.

I use a linux workstation and have encountered a problem very similar to that described in this article.

Using direct graphics, select a rectangular area of interest on the image... (sounds like everyone has written it at one time or another)... wrote it for solaris years ago, still works fine. But it wouldn't work on my linux system. But it also worked fine on other linux systems around here. Only problems were for **my** system! Other mousey clicky type stuff on my system worked just fine too. Only IDL was having a problem. (Still don't know why the problem was limited to IDL).

Our systems use pc type mice. The wheel does double duty, giving both the windows type wheel function and the unix third button. Have to be very careful the finger doesn't slip with this setup!

Anyway, there was no response for pressing any of the 3 buttons. Except occasionally there was a response for button 2-- the wheel. You guessed it, the button presses were being swallowed up somewhere but CURSOR was receiving the signal for the wheel when my finger slipped!

I never figured out the exact cause for this, though I suspect it was caused when I had modified my KDE desktop settings for WINDOW BEHAVIOR and 'PREVENT FOCUS STEALING' (or something like that) because of some problems with another application.

The folks at RSI didn't have any useful suggestions. Nobody around here in the department really knows much about X11/Motif programming or setup. Web searches didn't turn up anything. The fix that finally got it was the rather draconian approach of recreating a totally new desktop from scratch:-)

Well, I had explicitly included 'linux' in my searches so I didn't come across David's Mac article till later. That's when the light went off and I connected my problem with FOCUS STEALING setting. Although I've never actually verified that that was it. It's not really a problem I'm anxious to reproduce.

Maybe David can add a footnote to his article about the Mac mouse problem that it can also occur with linux.

Richard Clark
