
Subject: Re: WIDGET_DRAW event.press/release values for mouse wheel events..undocumented?

Posted by [David Fanning](#) on Thu, 16 Aug 2007 14:18:04 GMT

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Paul van Delst writes:

> Now, I have one of those mice where the middle "button" is also a wheel. Being a
> fat-fingered type, sometimes when I press the middle button in my apps, I sometimes also
> move the wheel up or down. For those cases the event.press/release values are:
>
> press/release value
> roll up 8
> roll down 16
>
> and the event.type values are still 0 or 1 (for mouse button press and release) even
> though I'm not depressing the wheel/button (event.clicks always remains 0)
>
> Is this behaviour documented anywhere?

I don't think it is documented. I think this is one of those lovely aberrations of IDL that is always "discovered," usually in the middle of a critical demo. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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

Subject: Re: WIDGET_DRAW event.press/release values for mouse wheel events..undocumented?

Posted by [rclark](#) on Thu, 16 Aug 2007 17:39:35 GMT

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Yes, I have encountered this too. We use intel linux systems with pc type wheel mice.

Neither the bu... I mean feature, nor its fix (in version 6.4) seems to be documented.

After checking event.type for UP, DOWN, or MOTION mouse events, check

for PRESS or RELEASE values >4.

Here is a code snippet from a heavily modified version of Fanning's DRAWBOX_WIDGET example procedure that I use to get around it. It looks like you've already found the same fix.

```
-----  
; Deal only with DOWN, UP, and MOTION events.  
IF event.type GT 2 THEN RETURN  
  
; I said deal only with DOWN, UP, and MOTION events.  
; skip wheel events that button_events=1 picks up in versions < 6.4  
if event.press gt 4 or event.release gt 4 then return  
  
; Get the info structure.  
Widget_Control, event.top, Get_UValue=info, /No_Copy  
...  
-----
```

Richard Clark
rclark QTH lpl arizona edu

In article <fa1ldp\$c4\$1@news.nems.noaa.gov>,
Paul van Delst <Paul.vanDelst@noaa.gov> wrote:

```
> Hi All,  
>  
> IDL> print, !version  
> { x86 linux unix linux 6.2 Jun 20 2005   32   64}  
>  
> I have the following widget_draw setup:  
>  
>   dw_id = widget_draw( tlb_id, $  
>                       /button_events, $  
>                       event_pro = 'wplot_draw_event', $  
>                       xsize = dw_xsize, $  
>                       ysize = dw_ysize )  
>  
> When I press/release the left/middle/right button I get the usual:  
>  
>   press/release value  
> left           1  
> middle        2  
> right         4  
>  
> Now, I have one of those mice where the middle "button" is also a wheel. Being a  
> fat-fingered type, sometimes when I press the middle button in my apps, I sometimes also  
> move the wheel up or down. For those cases the event.press/release values are:  
>
```

> press/release value
> roll up 8
> roll down 16
>
> and the event.type values are still 0 or 1 (for mouse button press and release) even
> though I'm not depressing the wheel/button (event.clicks always remains 0)
>
> Is this behaviour documented anywhere? The wheel_events keyword to widget_draw is not set
> (and it's ignored for non-windows machines anyway). I googled the clip archives but didn't
> find anything. The widget_draw docs didn't
>
> Is this just a poor mans method of emulating wheel events for non-windows systems?
>
> cheers,
>
> paulv

Subject: Re: WIDGET_DRAW event.press/release values for mouse wheel events..undocumented?

Posted by [Paul Van Delst\[1\]](#) on Thu, 16 Aug 2007 18:30:18 GMT

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Richard Clark wrote:

> Yes, I have encountered this too. We use intel linux systems with pc
> type wheel mice.
>
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> to be documented.
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>
> Here is a code snippet from a heavily modified version of Fanning's
> DRAWBOX_WIDGET example procedure that I use to get around it.
> It looks like you've already found the same fix.

Similar. I now use the following:

```
FUNCTION WPLOT_Which_Button, Value
CASE Value OF
  1: e='LEFT'
  2: e='MIDDLE'
  4: e='RIGHT'
  8: e='UP'
 16: e='DOWN'
ELSE: e='NONE'
ENDCASE
```

```
RETURN, e
END
```

and call it thusly:

```
IF ( WPLOT_Which_Button(event.RELEASE) EQ 'LEFT' ) THEN BEGIN
....
```

I decided to use the CASE statement since one can't rely on the 8 and 16 values remaining valid (and apparently, in v6.4, they're not)

cheers,

paulv

Subject: Re: WIDGET_DRAW event.press/release values for mouse wheel events..undocumented?

Posted by [rclark](#) on Thu, 16 Aug 2007 19:54:15 GMT

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In version 6.4 I think you need to explicitly enable wheel events to have them passed through to your event handler.

In my case the wheel was just a source of noise to be ignored. If you will be using the wheel then you may also need to guard against accidental button presses on the middle button when you meant the wheel:-) But then I think the TYPE tag on the event structure may have a distinct value for wheel events too... I was only interested in silencing the thing.

Richard

In article <fa253r\$8er\$1@news.nems.noaa.gov>, Paul van Delst <Paul.vanDelst@noaa.gov> wrote:

> Richard Clark wrote:

>> Yes, I have encountered this too. We use intel linux systems with pc

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>>

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> 1: e='LEFT'

> 2: e='MIDDLE'

> 4: e='RIGHT'

> 8: e='UP'

> 16: e='DOWN'

> ELSE: e='NONE'

> ENDCASE

> RETURN, e

> END

>

> and call it thusly:

>

> IF (WPLOT_Which_Button(event.RELEASE) EQ 'LEFT') THEN BEGIN

>

>

>

> I decided to use the CASE statement since one can't rely on the 8 and 16 values remaining

> valid (and apparently, in v6.4, they're not)

>

> cheers,

>

> paulv