
Subject: Re: Multiple draw widget events

Posted by [ben.bighair](#) on Fri, 02 May 2008 13:54:09 GMT

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On May 2, 1:49 am, Jye <jye.sm...@gmail.com> wrote:

> Hi,
>
> Another newbie here so the answer to my problem is most likely
> blatantly obvious.
>
> The example below is of a draw widget which windows the displayed
> image when right clicked on the draw widget and the ROI button runs
> CW_DEFROI. But my problem is that the windowing events interfere when
> CW_DEFROI is called! How can I stop this from happening? Im sure it
> has something to do with the /no_block keyword but I have been unable
> to find the solution.
>
> Any help is greatly appreciated.
>
> Cheers
> Jye

Hi,

I am not sure what you are saying is the interference, but I'll guess that it is the grayscale shifting with the motion events. You are explicitly turning motion events on in your ROI_EVENT handler. Removing that line (or setting DRAW_MOTION_EVENTS = 0) will prevent motion events from occurring.

Cheers,
Ben

```
>  
> ;-----  
> ;           ROI  
> ;-----  
>  
> PRO ROI_event, event  
> widget_control, event.top, get_uvalue=info  
>  
> Widget_Control, info.draw, Draw_Motion_Events=1  
>  
> xsize=(size(info.image))[1]  
> ysize=(size(info.image))[2]  
>  
> Result = CW_DEFROI(info.draw, IMAGE_SIZE=[xsize,ysize])
```

>
> END
>

Subject: Re: Multiple draw widget events
Posted by [David Fanning](#) on Fri, 02 May 2008 14:21:43 GMT
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Jye writes:

> Another newbie here so the answer to my problem is most likely
> blatantly obvious.
>
> The example below is of a draw widget which windows the displayed
> image when right clicked on the draw widget and the ROI button runs
> CW_DEFROI. But my problem is that the windowing events interfere when
> CW_DEFROI is called! How can I stop this from happening? Im sure it
> has something to do with the /no_block keyword but I have been unable
> to find the solution.
>
> Any help is greatly appreciated.

Something really weird is going on here!

I have to confess, I have never used CW_DEFROI, because I have never been able to figure it out. But, clearly, it has its own event loop, and we are meant to **stay** in that event loop until we exit the CW_DEFROI program (WHILE 1 DO...). Nothing else should be happening.

But while it does **appear** to be stuck inside its own event loop, other events can be processed and sent to other event handlers, etc. As I say, too, too weird!!

I don't have time this morning to fool around with it, and I have a busy weekend planned (learning about native plants), but maybe I'll come back to this when I get a moment. There is something to be learned here, I just don't know exactly what yet. :-)

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.

Subject: Re: Multiple draw widget events
Posted by [David Fanning](#) on Fri, 02 May 2008 15:09:33 GMT
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David Fanning writes:

> Something really weird is going on here!

OK, here is why I never use CW_DEFROI: it makes assumptions about my programs that are never true. If it were me, I'd get rid of the damn thing. :-)

One of the assumptions it makes is that the draw widget it is interacting with does not have an event handler assigned to it. (I can't understand how it could make this assumption, but never mind.)

Anyway, to get your program to work, you could try something like this in your ROI_EVENT event handler:

```
.*****  
,  
PRO ROI_event, event  
widget_control, event.top, get_uvalue=info  
Widget_Control, info.draw, Draw_Motion_Events=1, EVENT_PRO=""  
xsize=(size(info.image))[1]  
ysize=(size(info.image))[2]  
Result = CW_DEFROI(info.draw, IMAGE_SIZE=[xsize,ysize])  
Widget_Control, info.draw, EVENT_PRO='Window_Event'  
END  
.*****  
,
```

Here are a couple of suggestions for you. Assign event handlers to all of your widgets *except* the top-level base with EVENT_PRO and EVENT_FUNC keywords, not by using XMANAGER. I'm speaking about your button event handler, for example.

And, read this article:

<http://www.dfanning.com/tips/namefiles.html>

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: Multiple draw widget events
Posted by [Jye](#) on Tue, 06 May 2008 01:07:07 GMT
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> I don't have time this morning to fool around with it,
> and I have a busy weekend planned (learning about native
> plants), but maybe I'll come back to this when I get
> a moment. There is something to be learned here, I just
> don't know exactly what yet. :-)

Thanks for the speedy reply David and the link :) Ive been referencing your site and book while getting my head around IDL and both have been very useful.

Cheers
Jye
