Subject: Re: widget, draw and file pickup

Posted by Jean H. on Thu, 05 Jun 2008 19:55:19 GMT

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Ok, the workaround I have found it to record the system time when I open my file, and to process the click event only if it happens more than 0.2s after opening the file...

I am still interested to know if there is a more elegant way of doing this!

Jean

Subject: Re: widget, draw and file pickup Posted by Paul Van Delst[1] on Thu, 05 Jun 2008 20:20:49 GMT View Forum Message <> Reply to Message

Jean H wrote:

- > Ok, the workaround I have found it to record the system time when I open
- > my file, and to process the click event only if it happens more than
- > 0.2s after opening the file...

> I am still interested to know if there is a more elegant way of doing this!

Yes. Don't enable event processing until after the file is open.

Subject: Re: widget, draw and file pickup Posted by Jean H. on Thu, 05 Jun 2008 20:57:50 GMT View Forum Message <> Reply to Message

Paul van Delst wrote:

- > Jean H wrote:
- >> Ok, the workaround I have found it to record the system time when I
- >> open my file, and to process the click event only if it happens more
- >> than 0.2s after opening the file...

>>

- >> I am still interested to know if there is a more elegant way of doing
- >> this!

> Yes. Don't enable event processing until after the file is open.

Ah, of course!

... though, strange enough, enabling the button_event just after opening the file still triggers the event...Anyways, that's a detail... I will be working on it a bit:)

```
Subject: Re: widget, draw and file pickup
Posted by Jean H. on Fri, 06 Jun 2008 21:53:18 GMT
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Hi again,
ok, Jim Pendleton from ITTVIS found the solution... it is an old bug in
dialog pickfile (CR 14734). Basically, it triggers an event with some delay.
The workaround from Jim is attached, in case anyone else has the same
problem!
Thanks to Jim and all of you that had a look at this!
Jean
pro doublclickproblem qui itt event, event
 widget control, event.top, get uValue=info
 BUTTON EVENT
 IF (TAG NAMES(event, /STRUCTURE NAME) eq 'WIDGET BUTTON') THEN BEGIN
    WIDGET_CONTROL, event.ID, GET_uValue=buttonPressed
    if buttonPressed eq "open" then begin
      widget_control, event.top, sensitive = 0
     result=dialog_pickFile(dialog_parent = event.top)
     wait, .1
     widget control, event.top, sensitive = 1
     widget control,info.drawID, /clear events
    endlf
 ENDIF
 :MOUSE EVENTS
  IF (TAG_NAMES(event, /STRUCTURE_NAME) eq 'WIDGET_DRAW') THEN BEGIN
   if (event.release eq 1) then $
      print, "Click happened"
 ENDIF
end
pro doublclickproblem_gui_itt
 info = {mainBaseID:0, drawID:0}
 :main
```

```
mainBaseID = widget_base(/col)
info.mainBaseID=mainBaseID

;display area
info.drawID = widget_draw(mainBaseID, SCR_XSIZE = 850, SCR_YSIZE = 512,
/BUTTON_EVENTS)

;Open button
wbaseID = widget_base(mainBaseID,/row, group_leader = mainBaseID, frame=1)
tmp = widget_button(wbaseID,value="Open", uValue="open", toolTip = "Open a file")

widget_control,mainBaseID, set_uValue=info,/realize
xmanager, 'doublclickproblem_gui_itt', mainBaseID
end
```

File Attachments

1) doublclickproblem_gui_itt.pro, downloaded 87 times

Subject: Re: widget, draw and file pickup Posted by jigga1206 on Mon, 09 Jun 2008 04:56:49 GMT View Forum Message <> Reply to Message

Thanks Jean for the post! I have often faced this problem...and turning on & off event processing as Paul has suggested is not so elegant when many files are being opened and closed, sometimes congruently. I previously had used tedious error catching handlers to overcome this side effect.

frank