Subject: Re: widget, draw and file pickup
Posted by Jean H. on Thu, 05 Jun 2008 19:55:19 GMT
View Forum Message <> Reply to Message

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 :)

Thanks,
Jean

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_gui_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
    endIf
  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 135 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