
Subject: draw widget in separate window does not create events?

Posted by [Alfred de Wijn](#) on Thu, 10 Jul 2008 23:17:29 GMT

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Hi everyone,

I'm running into an issue with draw widgets. I want to have two windows, one with controls, and a second one with the draw widget. The controls should respond to motion and button events in the draw widget. It works fine as long as I put the draw widget in the same window as the controls, but as soon as I split them, it seems that no events are created. It must be possible to get this to work. I haven't been able to find anything indicating that someone else ran into this problem before.

I've included some code below that exhibits the problem using IDL 7.0 on OS X, IDL 6.4 on Linux, and IDL 6.3 on Windows. I suspect programming error on my part, but then I have a report from David Fanning that it does work as expected on his Windows system. Using the code below, the sliders do not move if I move my cursor around in the draw widget if it is in a separate window ('test'), but it does work if the sliders and the widget are in the same window ('test, /one'). Does anyone know what is causing this behavior?

Thanks,
Alfred

```
pro test_x_slider, event
  widget_control, event.top, get_uvalue = info
  (*info).x = event.value
end
```

```
pro test_y_slider, event
  widget_control, event.top, get_uvalue = info
  (*info).y = event.value
end
```

```
pro test_destroy, event
  widget_control, event.top, /destroy
end
```

```
pro test_mouse, event
  widget_control, event.top, get_uvalue = info
```

```
  if event.type eq 2 then begin
    widget_control, (*info).x_slider, set_value = event.x
    widget_control, (*info).y_slider, set_value = event.y
  endif
```

```
end

pro test, one = one
  xsize = 256
  ysize = 256

  root = widget_base(title = 'test', /column)
  x_slider = widget_slider(root, title = 'X position', $
    minimum = 0, maximum = xsize-1, value = 0)
  y_slider = widget_slider(root, title = 'Y position', $
    minimum = 0, maximum = ysize-1, value = 0)
  closebutton = widget_button(root, value='close', $
    event_pro = 'test_destroy')
  widget_control, root, /realize

  info = { x_slider:x_slider, y_slider:y_slider }
  info = ptr_new(info, /no_copy)
  widget_control, root, set_uvalue=info

  if keyword_set(one) then begin
    drawroot = root
  endif else begin
    drawroot = widget_base(title = 'test draw', group_leader = root)
    widget_control, drawroot, set_uvalue = info
    widget_control, drawroot, /realize
  endelse
  draw = widget_draw(drawroot, xsize = xsize, ysize = ysize)
  widget_control, draw, get_value = drawwid
  wset, drawwid
  widget_control, draw, event_pro = 'test_mouse', $
    /draw_motion_events, /sensitive

  xmanager, 'test', root, /no_block
end
```
