
Subject: Re: Coyote as Mac User
Posted by [fergason](#) on Sat, 01 Nov 2008 11:52:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

In article <MPG.23754367b97f7b1798a501@news.giganews.com>, you write:

> Folks,
>
> Whoa!! I gotta have one of these!
>
> I finally got my youngest to give up his Mac for a couple of
> hours so I could install IDL and check out of couple of things.
> Looks like my TLB resize problem is working well here. :-)
>
> I have a question for Mac users. What in the world to you
> do for a three-button mouse!? I can zoom in, but I sure
> as heck can't figure out how to zoom out. :-(
>
> Do I need to re-write all my code for a one-button mouse?
>
> 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.")

The easiest way to do it is to plug in a three button usb mouse. I've used suns and kensingtons and they just work.

Or, you hold the "option" or "command" (might have a picture of an apple on it depending on which mac) keys down at the same time as you click. I forget which button results in which behavior (and the sad thing is, I can't even really test because I "just click" my 3 button mouse and I don't think I've noticed which is left or right for about 10 years).

Bev

Subject: Re: Coyote as Mac User
Posted by [M. Katz](#) on Sun, 02 Nov 2008 03:52:55 GMT

> I have a question for Mac users. What in the world to you
> do for a three-button mouse!? I can zoom in, but I sure
> as heck can't figure out how to zoom out. :-(
>
> Do I need to re-write all my code for a one-button mouse?

If you're setting up your own environment, you can customize the three-button mouse control to your heart's content.

Step 1, just plug in a 3 button USB mouse. I like Macally brand, but I've used lots of different mice. In normal Mac applications, you'll find that the 3-button & scroll wheel paradigm is fully implemented. There's often a control-left-click, or option-left-click workaround for many button variations.

Step 2, since IDL on Mac uses OS X, it's not running as a native Mac app, so there are some differences. For example, you should be able to cut and paste using the mouse selection and the middle button, just like on X Windows. You might have to adjust the X11 > Preferences... where there's an option to "Emulate three button mouse."

Step 3, some mouse manufacturers make a System Preferences Pane (like a Control Panel), that gives you even more control. See if you can install the correct driver from the company's website. (I would say that a majority of Mac peripherals don't need any kind of driver to be installed by the user.) Look for the Preference Pane in the System Preferences app. You may be able to instruct the mouse to have specific mouse-button control behaviors in specific applications. That is, you can tell it that in X11, for example, middle-button clicking causes an option-click to be generated.

Between these three steps you should be able to do any kind of mouse control in IDL that you need.

In writing code for other people, I figured I could just implement the full 3-button control scheme. Then I learned that some people, even on Windows, use really odd mice, and have mouse preferences that are much different than mine. I've decided to implement at least two ways of doing each of the mouse-based tasks that access the scroll-wheel, or the middle or right buttons.

M.

Subject: Re: Coyote as Mac User
Posted by [james-a-roo](#) on Sun, 02 Nov 2008 15:14:40 GMT

Just go get an Apple wireless (bluetooth) mighty mouse!

normal 3 button action
scroll wheel which does both vertical and horizontal scrolling
side buttons as well.

i'm not sure what people do without one of these. it's the best mouse i've used, thought it's middle click is a little touchy.
When i was using ubuntu on my mac, it had 3 button mouse/track pad (could select and paste with the pad), which was really nice. seems exclusive with the 2 fingered scrolling in mac, however. i wish there were more options for configuring the mouse pad in mac.

i would guess that people who dont have a 3 button mouse for mac wont use the features anyway, cause they just arent in the habit. You know the reason that (i've heard) why apple dosent come with 3 buttons is because it was too confusing for tech support to describe the function of it while trouble shooting!!

On Nov 1, 8:52 pm, "M. Katz" <MKatz...@yahoo.com> wrote:

>> I have a question for Mac users. What in the world to you
>> do for a three-button mouse!? I can zoom in, but I sure
>> as heck can't figure out how to zoom out. :-(
>
>> Do I need to re-write all my code for a one-button mouse?
>
> If you're setting up your own environment, you can customize the three-
> button mouse control to your heart's content.
>
> Step 1, just plug in a 3 button USB mouse. I like Macally brand, but
> I've used lots of different mice. In normal Mac applications, you'll
> find that the 3-button & scroll wheel paradigm is fully implemented.
> There's often a control-left-click, or option-left-click workaround
> for many button variations.
>
> Step 2, since IDL on Mac uses OS X, it's not running as a native Mac
> app, so there are some differences. For example, you should be able to
> cut and paste using the mouse selection and the middle button, just
> like on X Windows. You might have to adjust the X11 > Preferences...
> where there's an option to "Emulate three button mouse."
>
> Step 3, some mouse manufacturers make a System Preferences Pane (like
> a Control Panel), that gives you even more control. See if you can
> install the correct driver from the company's website. (I would say
> that a majority of Mac peripherals don't need any kind of driver to be

> installed by the user.) Look for the Preference Pane in the System
> Preferences app. You may be able to instruct the mouse to have
> specific mouse-button control behaviors in specific applications. That
> is, you can tell it that in X11, for example, middle-button clicking
> causes an option-click to be generated.
>
> Between these three steps you should be able to do any kind of mouse
> control in IDL that you need.
>
> In writing code for other people, I figured I could just implement the
> full 3-button control scheme. Then I learned that some people, even on
> Windows, use really odd mice, and have mouse preferences that are much
> different than mine. I've decided to implement at least two ways of
> doing each of the mouse-based tasks that access the scroll-wheel, or
> the middle or right buttons.
>
> M.

Subject: Re: Coyote as Mac User
Posted by [JD Smith](#) on Mon, 03 Nov 2008 15:21:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Oct 31, 6:32 pm, David Fanning <n...@dfanning.com> wrote:

> Folks,
>
> Whoa!! I gotta have one of these!
>
> I finally got my youngest to give up his Mac for a couple of
> hours so I could install IDL and check out of couple of things.
> Looks like my TLB resize problem is working well here. :-)
>
> I have a question for Mac users. What in the world to you
> do for a three-button mouse!? I can zoom in, but I sure
> as heck can't figure out how to zoom out. :-(
>
> Do I need to re-write all my code for a one-button mouse?

Perish the thought. Any USB or bluetooth or other wireless 3 button mouse will work like a charm. The "mighty mouse" Apple ships by default is a real three-button mouse (with a cute little two way scroll wheel), masquerading as a one button mouse. It's not my favorite, but most Mac users by now actually do have a full 3-button mouse. Whether they use it as such is another matter (all IDL/Mac users I know do).

If three-button-mouseless, option-click is button 2, apple-click is button 3 under X (Control-click is right-click in the rest of the

OS). Also if on a recent Mac laptop, tapping the track pad with two fingers at the same time sends mouse-3. Dragging with two fingers is the same as scrolling (up down or left/right, or both simultaneously!). The new ones have all sorts of fancy gestures: http://www.macworld.com/article/136199/2008/10/macbooktrackpad.html?lsrc=rss_main. Be the first to implement iPhone-esque pinch zooming in IDL!

JD

Subject: Re: Coyote as Mac User
Posted by [Paul Van Delst\[1\]](#) on Mon, 03 Nov 2008 15:26:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

David Fanning wrote:

- > Folks,
- >
- > Whoa!! I gotta have one of these!
- >
- > I finally got my youngest to give up his Mac for a couple of
- > hours so I could install IDL and check out of couple of things.
- > Looks like my TLB resize problem is working well here. :-)
- >
- > I have a question for Mac users. What in the world to you
- > do for a three-button mouse!? I can zoom in, but I sure
- > as heck can't figure out how to zoom out. :-(
- >
- > Do I need to re-write all my code for a one-button mouse?

Buy a 3-button mouse (I have a bluetooth Logitech with a scroll wheel... it works most of the time).

It is one of the great mysteries of the universe (IMO) why apple continues to produce (let alone ship by default) single button mice for their computers.

cheers,

paulv

Subject: Re: Coyote as Mac User
Posted by [David Fanning](#) on Mon, 03 Nov 2008 15:33:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

JD Smith writes:

- > If three-button-mouseless, option-click is button 2, apple-click is

> button 3 under X (Control-click is right-click in the rest of the
> OS).

I was on a Powerbook, without a mouse. I tried all the CONTROL (ALT, APPLE, etc) key tricks I was familiar with without any success at all. I don't think my son has ever used an XTerm window, so I'm fairly certain he didn't configure anything. But, what I was trying to do was inside an IDL program, so maybe we are comparing apples and oranges. I'll look more closely next time.

Thanks for everyone's help. By the way, I solved the IDL Workbench behind the Apple bar at the top problem, by clicking the "System Controls" (?) icon at the bottom of the window. Just clicking it fixed the problem. Weird.

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.")
