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Subject: Re: change mouse cursor in draw widget  
Posted by [David Fanning](#) on Thu, 29 Jan 2009 13:49:49 GMT  
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AndiBiffar@googlemail.com writes:

> i have an interface including a button to be able to move objects in a  
> draw widget. In order to inform the user the user that he or she is  
> currently in the mode to move objects i would like to change the  
> cursor icon.  
>  
> As far as i understand thsi is only possible if i have defined the  
> draw widget as an object using graphics\_level=2 in the definition of  
> the widget? However if i add this to the definition of my draw widget  
> it will be treated like an object and the rest of my programm using  
> commands like wset wont work anymore.  
>  
> Is there an alternative to change the cursor icon? What would be the  
> alternative to wset?

Uh, I'm not sure you are understanding all the possible  
implications of switching to an object graphics draw widget.  
In particular, \*everything\* about your current program will  
change. :-)

But, you can change the cursor shape in direct graphics windows, too.  
Check out the CURSOR\_IMAGE, CURSOR\_STANDARD, and CURSOR\_ORIGINAL  
keywords to the DEVICE command. You are limited only by your  
imagination.

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.")

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Subject: Re: change mouse cursor in draw widget  
Posted by [AndiBiffar](#) on Thu, 29 Jan 2009 13:53:40 GMT  
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On 29 Jan., 14:49, David Fanning <n...@dfanning.com> wrote:

> AndiBif...@googlemail.com writes:  
>> i have an interface including a button to be able to move objects in a  
>> draw widget. In order to inform the user the user that he or she is

>> currently in the mode to move objects i would like to change the  
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>  
> 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.")

Thx David,

i am pretty sure i don't understand all the consequences :)

problem with the device keyword is that in this case my cursor will  
look like the new cursor in my whole widget and not only in the draw  
widget. but i guess this is the better tradeoff.

Cheers,  
Andi

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Subject: Re: change mouse cursor in draw widget  
Posted by [David Fanning](#) on Thu, 29 Jan 2009 13:58:53 GMT  
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AndiBiffar@googlemail.com writes:

> i am pretty sure i don't understand all the consequences :)  
>  
> problem with the device keyword is that in this case my cursor will  
> look like the new cursor in my whole widget and not only in the draw  
> widget. but i guess this is the better tradeoff.

Change your cursor when you enter the draw widget. (You will have to turn TRACKING\_EVENTS on for your draw widget.) Then switch it back to the original cursor when you leave the draw widget. Just be sure to move your cursor S-L-O-W-L-Y as you cross the threshold. :-)

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.")

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Subject: Re: change mouse cursor in draw widget  
Posted by [Mike\[2\]](#) on Thu, 29 Jan 2009 14:01:58 GMT  
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On Jan 29, 8:53 am, "AndiBif...@googlemail.com"  
<AndiBif...@googlemail.com> wrote:

> problem with the device keyword is that in this case my cursor will  
> look like the new cursor in my whole widget and not only in the draw  
> widget. but i guess this is the better tradeoff.

Hi Andi,

If you enable tracking events for your draw widget, you can change the cursor when the pointer enters or leaves the widget. This will let you set the cursor for an individual widget rather than the whole hierarchy. For example, in your event handler, deal with tracking events something like this:

```
case tag_names(event, /structure_name) of  
  'WIDGET_TRACKING': begin  
    if event.enter then begin  
      ;; switch to the cursor for this widget:  
      device, cursor_standard=40  
    endif else begin
```

```
        ;; switch to my default cursor:
        device, /cursor_crosshair
    endelse
end
'WIDGET_DRAW': begin
    ;; deal with draw events...
end
else: ;; deal with other event types...
endcase
```

Mike

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