
Subject: Re: Place cursor programatically in draw widget?
Posted by [David Fanning](#) on Tue, 01 Dec 2009 20:51:15 GMT
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j.coenia@gmail.com wites:

>
> Is there any way yet to programmatically place a cursor in a draw
> widget?
>
> Something like WIDGET_CONTROL, drawID, SET_CURSOR_POSITION = [100,100]
> would be great...

Try TVCRS after making the draw widget the current graphics window.

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thue. ("Perhaps thos speakest truth.")

Subject: Re: Place cursor programatically in draw widget?
Posted by j.coenia@gmail.com on Tue, 01 Dec 2009 22:50:10 GMT
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Thanks. What if I have an object graphics draw widget (graphics_level = 2)? Do I have to resort to some hack like placing a direct graphics window behind it? (Don't think that will work for my application.)

Subject: Re: Place cursor programatically in draw widget?
Posted by [David Fanning](#) on Thu, 03 Dec 2009 15:25:11 GMT
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j.coenia@gmail.com wites:

> Thanks. What if I have an object graphics draw widget (graphics_level
> = 2)? Do I have to resort to some hack like placing a direct graphics
> window behind it? (Don't think that will work for my application.)

I don't know. Did you try this and find it *doesn't* work for object graphics windows? I've always managed to change the requirements document for things like this. ;-)

Cheers,

David

--

David Fanning, Ph.D.
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Subject: Re: Place cursor programatically in draw widget?
Posted by j.coenia@gmail.com on Mon, 21 Dec 2009 18:54:10 GMT
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Yeah, TVCRS won't work for object graphics windows. One hack is to use a 1x1 WIDGET_BASE containing 1x1 WIDGET_DRAW, realized on top of the object graphics window offset to where you want the cursor to be, then TVCRS the cursor onto that tiny window before destroying it (and possibly re-setting focus). It works well, actually. JC
